

NIGHTMARE

CREATURES™



**COVERS
N64
VERSION!**





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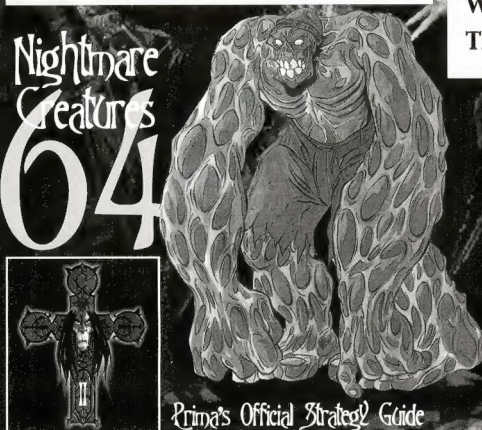
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Prima's Official Strategy Guide

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Dear Reader,

Hello, and welcome from the *Nightmare Creatures* team here at Kalisto. The kind folks at Prima asked us if we wanted to write a note to you, our customer. So of course we said yes; I mean how can you refuse such a great opportunity to say thank you for purchasing our game and the strategy guide. (You are buying this guide aren't you ... you are not just standing in your favorite game store reading the choice bits of this guide and putting it back. Well, just in case you are contemplating such a horrific act, let's make a deal. Buy this book and we will absolve all your guilt ridden anxiety over not purchasing those other strategy guides; oh come on now, don't play dumb with me, you know the ones we mean.) OK, where were we; ah yes ... thank you for buying both game AND the guide.

Have you ever wondered how a game like *Nightmare Creatures* gets built? Well, take a little trip with us back through many months to a small lunchroom in Bordeaux, France. There, sitting around a crowded room filled with half-empty pizza boxes, sit a handful of twenty-something guys trying to avoid work. The conversation ranges from sports to movies to TV shows to women and eventually settles (as it always does) on games. Someone in the back of the room mutters, "Bleeding is cool." Many heads nod in agreement and bestow the speaker with the admiring gaze usually reserved for deities. Gathering courage from this showing of support, someone else chimes in, "Gore is cooler." Things really start to pick up, and someone says, "Horror rules!" At that point, a torrent of comments follow: "3D is key;" "Fast, fast, fast ... slow games suck;" "Gothic;" "Decapitation ... and limbs too."

In the heat of this ritual, one of our number jumps on the table brandishing a white plastic knife covered in pizza juice. In his excitement he cuts his finger; while we cannot quite figure out what he is raving about, we do know that we have found our producer. Seconds later, we notice that one of the guys is using the blood as fingerpaint, and so our lead artist was found. Quietly, in the back of the room, a third member of our group is expounding on the fact that if our new-found producer understood physics better, he could have sliced off his entire hand instead of that wimpy little paper cut he is crying about. Needless to say, our search for a lead engineer was over.

With the core of the team assembled, we immediately began building the game; well ... actually, we finished our pizza, drove our producer to the hospital, played a couple of games, and then immediately began building the game. One thing we heard a lot while building the game was that there are no real dark, twisted games available for the N64; lots of great N64 games to be sure, but most of them are sort of bright colored happy games. Well, with special thanks to Activision and Nintendo for giving us their approvals, we are proud to ship a true gothic horror game complete with zombies, werewolves, and lots and lots of good old fashioned blood and guts.

Now that we have shipped *Nightmare Creatures 64*, we are busily working on the sequel. So far, the ideas are centered around more blood, more gore, more violence, more horror. You probably have grasped a theme here. Well if you want to learn more about us (or any of our other products—insert shameless plug for, *Dark Earth*, *Ultimate Race Pro* and *The Fifth Element*—ed.) please come to Bordeaux; or if that seems a bit far, just hop onto the net and go to www.kalisto.com.

Foreword



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INTRODUCTION

Ah yes, you've arrived. No, be at ease. My manservant will take that wet coat. The night air is dreadful, isn't it? Enough to give a man his death if he should stay out in it too long. But then, we both know there are other things out there waiting to take an unwary man's life, don't we? Perhaps even to drink his blood this Hallows' Eve.

Please sit. I want to talk about your quest. You've been asked to join in our efforts, to track down the greatest threat and villain our land has ever known.

Adam Crowley and his Brotherhood of Hecate have unleashed terrible and swift doom upon this city. You, faithful Ignatius, and the beautiful Nadia are all who can take up arms against these frightful beasts. May your heart remain strong and your conviction never falter.

The things Crowley has created should never have lived to see the light of day. Now they've run amok in the streets, and you must seek them out. Them, and their deranged Master.

So sit for a moment longer and take in the heat of my fireplace and the hot tea that I can serve you. Then you must go into that uncommonly dark and violent night and serve out the only justice that an evil so base can know.

Translation? Kalisto has created one thrill-kicking game guaranteed to spook you if you try playing it alone in the dark. Things jump out at you, the monsters are horrific—AND THEY JUST KEEP COMING!

Just in time for Halloween, *Nightmare Creatures* is the FIRST Nintendo 64 game with this level of violence and gore. And it couldn't have happened to a nicer game. It's a lot of fun to play (I enjoyed the PlayStation version as well). And *Nightmare Creatures* offers the thrill of the hunt, gothic atmosphere, and enough action to keep the combat-seekers happy, slamming and jamming.

Happy gaming!

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How To Use This Book

The *Nightmare Creatures* guide is written in a totally linear fashion. It starts at the beginning of your adventure and takes you to the very end. Although the game has 20 levels, I've condensed that to 19 chapters, combining the Westminster I and Westminster II levels because it seemed less disjointed that way. No confusion folks, it's all there.

Maps show each level in detail, with the Power Ups, Weapons Upgrades, and other items clearly marked. Where you find MONSTER marked on the maps, those are the areas where monsters that give up items after being killed are generally found. (They do tend to wander around a bit though. They're very independently minded that way).

At the end of every level, you'll be given a score on how many monsters you've killed and how many items you've found. The monsters are pretty straightforward. Find them, kill them, and rack up points. However, during the heat of battle (or retreat), you may forget to take an item, which is going to reflect on your score. You also may knock a monster into the water where you won't be able to get its item. You can't do anything about that. And when you reach those spots where I encountered such problems, they're clearly marked in the text.

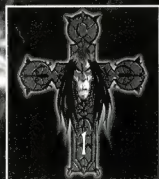
Do you have to take each side road or avenue I did to beat the game? Nope. All you have to do is find and kill Adam Crowley. If you choose to go straight for him, go for it. However, many of those side jaunts have Extra Lives, Weapons Upgrades, or other things that will help you in the final (harder) levels of the game.

So enjoy. Listen! Can you hear the heavy, fetid breath of somebody waiting to drink your blood or suck the marrow from your broken bones?

Sure you can! And isn't it great?



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Our Stalwart Heroes

Nadia has a lot going for her other than the simple fact that she looks good on screen. With her gymnast background, her kicking ability is a real threat. And it was one of the attacks I felt most comfortable with during the game. Her primary weapon and upgrades are swords, which are always cool to have in a game like this.

Ignatius Blackward is a Man of God who has traveled the world combating Evil. And yeah, it's been Evil with a capital E. His strongest attacks are with his primary weapon, the staff.

Both of them seemed to have levels that are more user-friendly to them, but I found I was able to get through all of the levels with either character.

Fighting Styles

The fighting styles of the characters differ only in small areas, and those differences may or may not be noticeable to you. Experiment in the earlier, easier levels with the gameplay setting on Easy.

And know now that you have got to master the side-to-side move. Available in the $\uparrow$ (left jump) and $\downarrow$ (right jump) buttons, this function is invaluable when facing monsters.

Use it to get beside opponents and hammer them into walls. One of the things you will discover is that when a creature is up against the wall getting pummeled ferociously, it won't have time to attack back. Plus, if you decide to choose discretion as the better part of valor, this move will put you clear of many situations. Learn the side-to-side.

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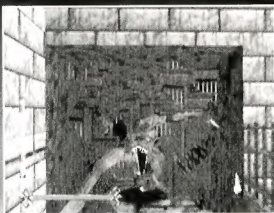
Crowley's Creatures



Zombies: These slow-shuffling creatures have lightning-quick head-butts. They also possess regenerative abilities. To effectively kill them, set them on fire or break them in half with your main weapon's power blow (B,B,B).



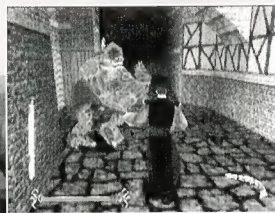
Flesh Zombies: Crafted together from dead bodies, these foes can be quite formidable. Still, they die when you are persistent about it.



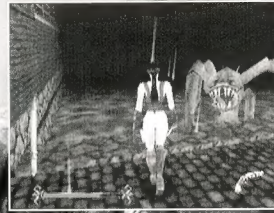
Werewolves: Hairy and possessed of a really ugly temperament, they are prone to leaping out of places and hiding when you least expect it. They attack with a vengeance.



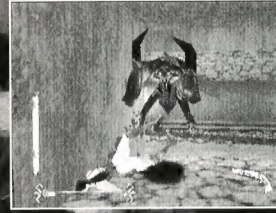
Grey Demons: Winged gargoyles with flame-breath weapons, they die very quickly on the first level if you whack them hard.



Dockers: These bulldozer-like creatures can deal out a lot of punishment and can take it as well. But if you throw them a Torch, they get all nice and toasty. The Dockers are also a classic example of how learning to use the side-to-side shift can come in handy. Learn how to do it with these guys on the second level of the game before you have to start taking on the Gargoyles.



Thames Monsters: These truly wicked sea monsters can lash the unwary unmercifully. However, they aren't as tough as they look. You can kill these things close up with just kicks—as long as you don't drop into the water.



Insects: These things attack out of nowhere and can hurt you badly. Your best bet is to kill them quickly and be glad there is usually only one of them.



Banshees: Winged and whip-tailed, these fierce creatures are aerodynamically designed to attack from either end. Stay with them and kill them fast.

Our Stalwart Heroes

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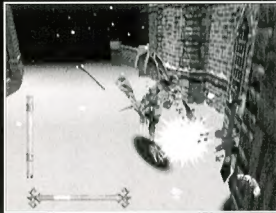




Spiders: These eight-legged terrors jump incredibly well and have the nasty habit of descending from ceilings and caverns without warning.



Faceless Men: These knife-wielding killers leap from shadows, windows, and doors. They also have an incredible ability to continue the attack even if you have knocked off all but one leg.



Gargoyles: Gargoyles are extremely hard to kill. Flame does nothing to them, but the Freezer is fantastic. They also move quickly. However, they can be easily outrun in most cases.



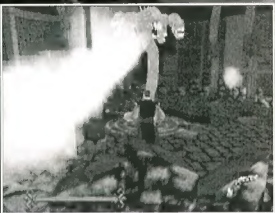
Rats: Lean, lithe, and vicious, they strike without warning and can be difficult to kill unless you manage to put them up against the nearest immovable object and pound them to jelly.



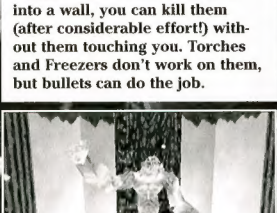
Hellhounds: These dogs are fierce, have a flame-breath weapon, and are capable of taking a lot of punishment. They are also prime examples of why you should learn the side-to-side move. If you get beside them and hammer them into a wall, you can kill them (after considerable effort!) without them touching you. Torches and Freezers don't work on them, but bullets can do the job.



Red Demons: These flying imps have flame-breath weapons and can attack you while you are dealing with other creatures. It's best to take them on individually.



Sewer Snake: Thankfully, there is only one of these five-headed creatures—it's the first Boss in the game.



Snowman: This fierce creature, who appears as the second Boss, can throw snowball curves, sinkers, sliders, and squashers.



Jose Manuel: The third Boss is a demonic knife-hurler who stalks the streets of England.



Adam Crowley: Once a respected scientist, Crowley has fallen to the lure of the Dark Arts, giving in to madness. He must be stopped at all costs!

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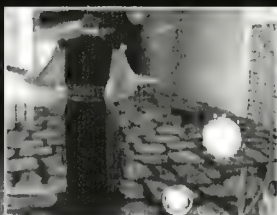


Weapons & Equipment

Our Stalwart Heroes



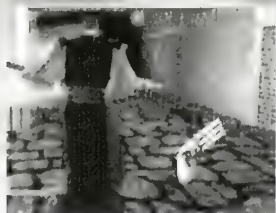
Gold Energy Orb: Use it to replace partial health.



Red Energy Orb: Use it to replace all lost health.



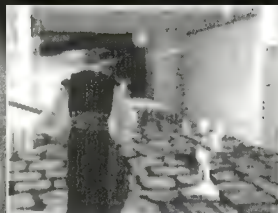
Pistol: A single-shot weapon that's devastating to Hellhounds, and—especially close up—to Gargoyles!



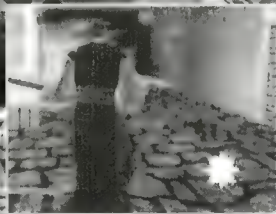
Rifle: There are sections in the levels where these weapons are indispensable. Multirounds take out all creatures on the screen.



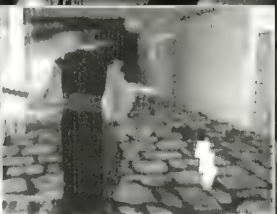
Mine: Explosive device. Best used in doorways or alleys against approaching enemies.



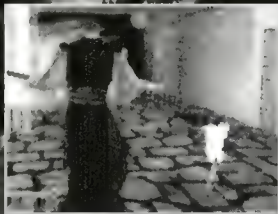
Smoke Flask: Once broken on the ground, the Smoke Flask prevents your enemies from finding you until it dissipates. You, however, can find them quite easily.



Freezer: Use this to freeze the creatures around you in place. Then follow along after it and shatter them. It doesn't work on Hellhounds, though.



Shockwave: Functions much the same as the Smoke Flask, but has a bit more pyrotechnic punch.

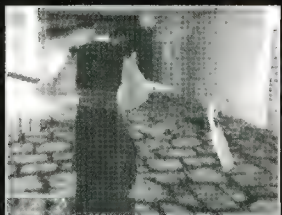


Torch: Use one of these against anything but Hellhounds and Gargoyles, and you're dealing out Crispy Creatures.

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Dynamite: For those incendiary-loving souls out there—and you know who you are. Used against creatures, they will generally blow the monster's arms off, leaving a dismembered beast snapping at you. These can also be used to set off exploding barrels safely.



Berserker: Spinning blades of doom! You gotta love the Berserker. It lets you take out all foes with a minimum of fuss.



Chaos Skull: Plagued by a bunch of creatures who just won't take "Die!" for an answer? And you don't have the time or Life to deal with them yourself? Drop the Chaos Skull on them and watch them fight each other for a while!

Control Abbreviations

CL	Camera Button Left
CR	Camera Button Right
CU	Camera Button Up
CD	Camera Button Down
Z	Trigger
L	Shoulder Left
R	Shoulder Right
DU	Direction Up
DD	Direction Down
DL	Direction Left
DR	Direction Right

Normal Controls

Start	Pause
DU	Move Forward
D	Jump Backward
DL	Rotate Left
DR	Rotate Right
A	Kick
B	Strike
DU+A	Hard Kick
DU+B	Hard Strike
CL	jump
CD	defend
CU	slide left
CR	slide right
R and DL	Cycle Item left
R and DR	Cycle Item Right
L or Z Shoulder	Use Item

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There are also a number of attacks you can use during your quest to put an end to Adam Crowley's evil plans.

For the Nintendo 64, the following are available:

IGNATIUS

B B B	Triple Strike
A A A	Triple Kick
B B A	Temple Strike
B A B	Scottish BackHand
A B C D	Last Judgement
B C L A	Lunge Kick
A B B	Hammer Curl
A A A B	Windmill Slam
B A A	Crescent Kick
A B C L	Hammerhead Crush
B B B A	Cyclone Leg Sweep
A C L C D	Judas Jack knife
A B A B	Spin Strike
B A B A	Ahab's Revenge
B C L B A	High Kick Feint

NADIA

B B B	Triple Strike
A A A	Triple Kick
B B C L	Side Flip Kick
B C L+CD	Bloody Ballerina
A D U+A	Gymnast Strike
A D U+A B+A	Divide & Conquer
B B B A D U+A	Back Flip Kick
D U+B+A	Sever Slash
A A D D+B	Wuthering Slice
A B D U+B+A	Rising Force
B A A A	Feet Of Fury
A A A B	Cyclone Volley

Note: partial combos will also work effectively.



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Nadia Has Received A
Strange Note: "Know About
Crowley And The
Brotherhood. HV."

An Address To A
Workshop Is Written On
The Back. Find The Door
To The Workshop! There
You May Find Out More
About The Brotherhood.

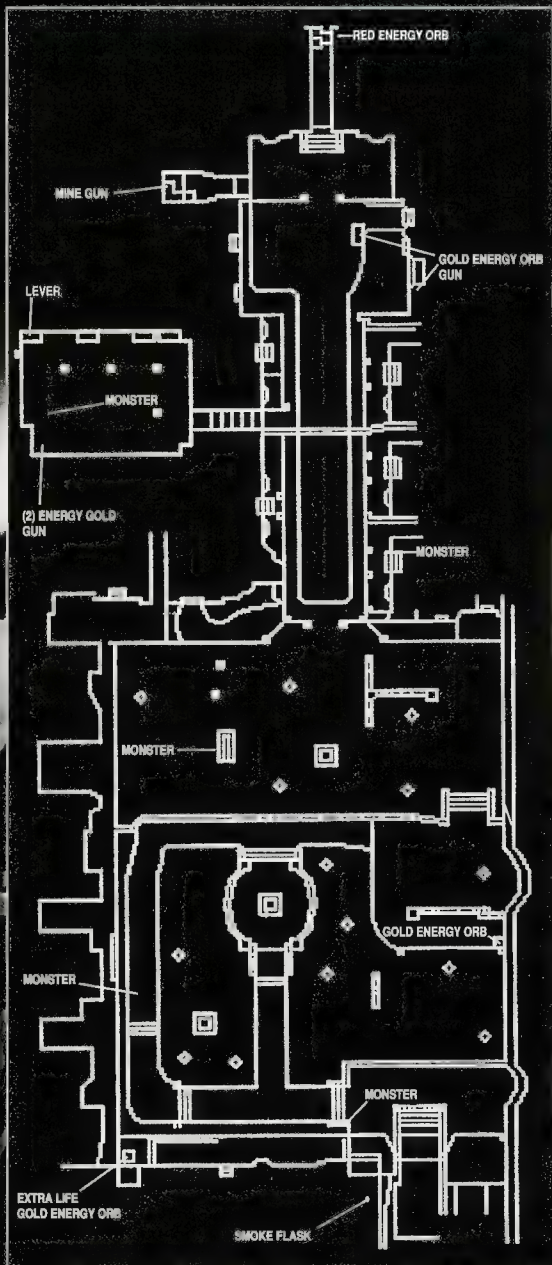
CHELSEA

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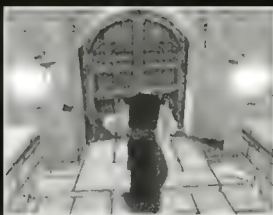


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Kill the Zombie.



Turn around where you came in to find a door.



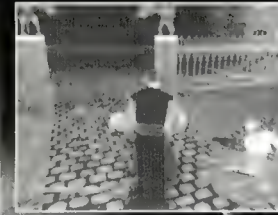
Kick the door open.



Kill the Zombie in this hallway. Then go to the crates in the back and break them open.



Add the Red Energy Orb to the inventory.



Go back to the small courtyard beyond the doorway.



Turn to the right where a barrel sits in front of another door.

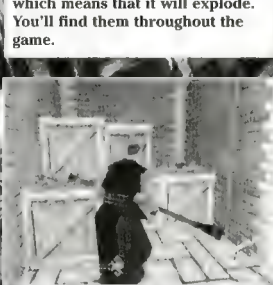


Take a look at the barrel here and get familiar with the mark on it, which means that it will explode. You'll find them throughout the game.

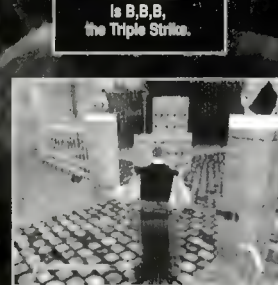
Tip
To put something in inventory, simply use the B Button, which is also the Weapon Attack button. For Nadia and Ignatius both, your best combo-button attack on this level is B,B,B, the Triple Strike.



Fire the Pistol into the exploding barrel in front of the door.



When it blows the door down, go inside and smash the crates to take the Pistol and Mine inside.

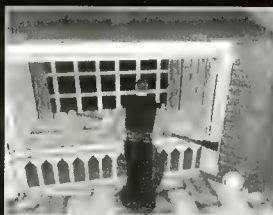


Walk back out and go through the gate leading into the street.

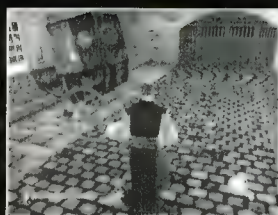




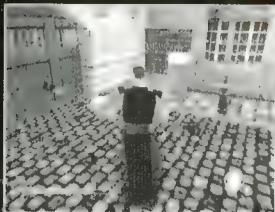
Smash the crates to the left and get the Gold Energy Orb hidden there.



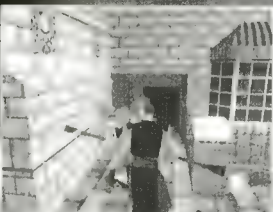
Continue walking to the left side of the street and smash the display window to get the Gold Energy Orb and Pistol hidden there.



Pass the abandoned carriage ahead.



Look for the door to the left of the huge iron gate that blocks the way.



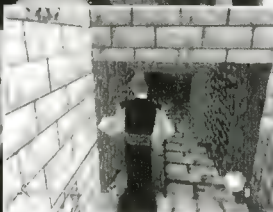
Be careful! Approaching the door triggers a Werewolf into breaking it down and attacking.



Back up quickly, getting room to maneuver. Then crowd the Werewolf up against the wall.



Keep hitting the door until it falls down.



When the Werewolf is dead, go through the open corridor into the big room beyond.

Caution

If you haven't noticed the blue energy bar on the left side of your screen, take a look at it now. This is a timer that counts down the amount of time you have left to find and kill another monster in the level.

Part of the strategy involved is in knowing when to kill the various monsters. Sometimes, especially later in the game, it's helpful to let an enemy live if you know you're coming back that way. The timer in the later levels gets increasingly faster.

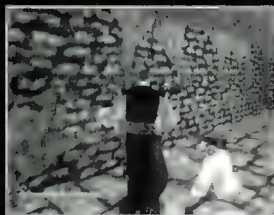


Kill the Zombie on the other side of the room.

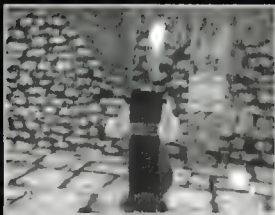
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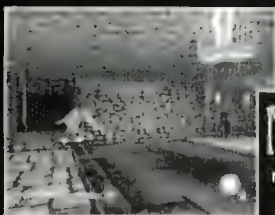
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Notice that he gives up an item in death.



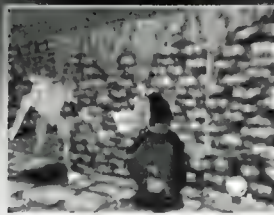
At the back of the room is a skull-faced stone set into the wall.



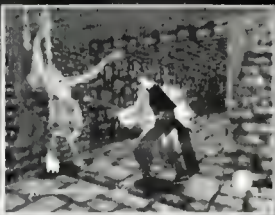
Hit it and a door raises to the left.

Note

Not all of the monsters in the game give you items when you kill them. In the later levels, they can get downright stingy. To add these monster donations to your inventory, all you have to do is walk through them.



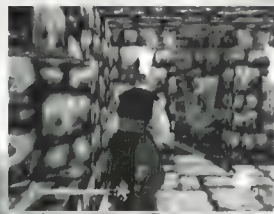
Another Werewolf is unleashed.



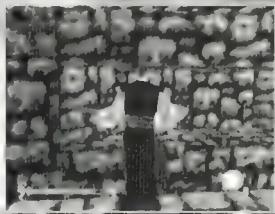
Kill the Werewolf.



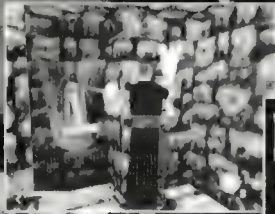
Walk into the corridor.



At the back of the hidden room is a lever on the wall.



First pick up the two Gold Energy Orbs and the Pistol in the alcoves on the left and right of the room.



Return to the locked gate and pass into the next section of the street.

Note

There are a number of levers on different levels. When you hit them, you get the video clips. You can then activate the map function (press the Start Button—then access the View Map) and get a general idea of where the gate is on the map.



Another Zombie goes on the attack, joined almost immediately by a Werewolf. Kill them both.

Tip

When dealing with Zombies, you'll discover that total destruction is required to put them completely down. Your best offensive move against them is the Combo you're given in this area. Even then you may only pop their heads off, allowing them to get up again. Make certain they are dead to get your full monster count at the end of the level. Wait for them at a safe distance. Then when they get up, whack them again until they are truly dead.



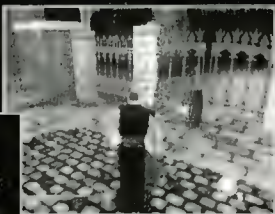
Add the item the Werewolf gives up to inventory.

Nightmare Centers 64



Tip

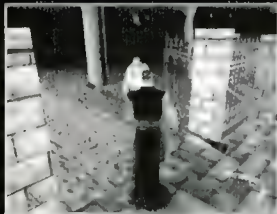
There are occasions when you can strike the exploding barrels and get away or through quickly, with no damage. Do you feel lucky?



Take a look at the exploding barrel in front of the gates.



Shoot the barrel with a Pistol, then go through the gates.



Head to the right beyond the gate and discover that this courtyard gets lively really quickly.



A Zombie attacks first



... followed quickly by a Werewolf.



A Zombie crawls out of the tomb to attack. After killing this one, be sure to take the item it gives up.

Tip

Usually, when more than one monster is on the attack, only one of them can hit you at a time.

However, if you keep a monster on its feet with repeated blows, you might not realize it's dead. Also, you'll get waylaid by the monster at your side or behind you. So always keep an eye on the blue energy bar to know when you have achieved a kill for certain.



Cross to the far side of this courtyard and kill the Zombie behind the broken wall there.

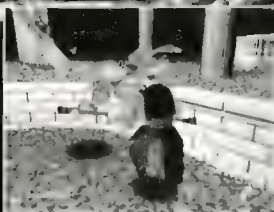


On the left side of this courtyard, go through the doorway into the cemetery area proper.

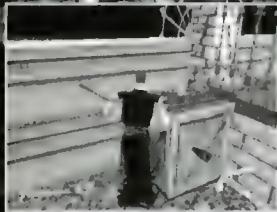


Kill the Zombie ahead, then go to the left.

Nightmare Creatures 64



Kill the Werewolf behind the crumbling wall

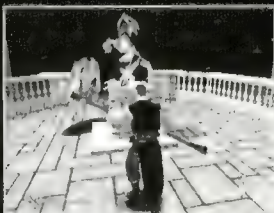


Be sure to take the time to get the Gold Energy Orb in the crate at the back of this space.

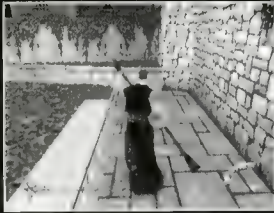




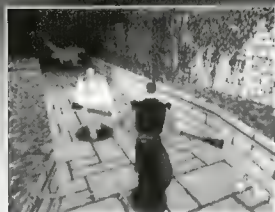
Return to the stone path where the earlier Zombie came from, and follow the path down to the first branch to the left.



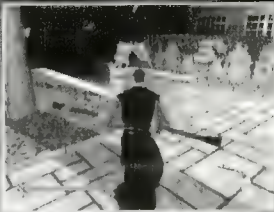
Turn left and follow the path to the statue in the center of the cemetery area. Kill the Werewolf that attacks.



Return to the stone path and go left, following the stonework down to the corner.



Kill the Zombie and Werewolf that leap out, and be sure to get the item the Werewolf gives up.



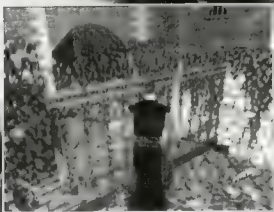
Ahead are Bat Gargoyles on short columns.



As you approach, three of the four come to life and attack—the one directly in front of you and the two in the back.



Kill all three of the Gargoyles. One of them (the one on the right rear as you advance down the stone path) will give up an item for the inventory.



Check the fenced-in area to the right and discover the Heart on the other side of the fence. There is no way to get to this area from here.



Destroy the Zombie guarding the locked double gates, and the gates open. However, to get credit for the Zombie, make sure it's completely destroyed.

Tip

The Gargoyle Bats activate independently of each other, so the strategy is to deal with each one by itself. Be careful because they also have a Breath weapon that can deal out serious damage. One of the most helpful strategies is the Banzai Berserker charge. Leap up onto the grassy area beside the stone path you are following. Then run toward the nearest Bat Gargoyle. Hit it while running and leaping—B.B.B., then a whack with the staff. Most times the Gargoyles will die quickly. But watch out where you're charging because you may end up in the middle of an aerial combat between all three.

Caution

Do not enter the gates yet. This is the end of the level, and not all of the items are gathered yet.



Tip

Leaping onto the wall at an angle seems to provide better footing. Jumping straight into it seems to assure going over.



Walk to the low stone wall to the left of the gate as you face it.



Carefully leap up onto the wall by pressing C(L). Leap over the wall, and you're toast!



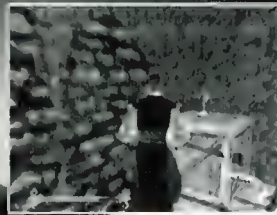
Follow the wall to the right, just past the stone column and the fence. Then leap down behind it.



Go through the archway ahead.



Follow the corridor. Kill the Zombie encountered here.



Then take the Smoke Flask from the crate at the back.



Continue following the corridor around. At the end, take the Extra Life and the Gold Energy Orb from the crates located here.



Return to the front gate and go through to end the level. Save your game and continue.

The Workshop Is
Deserted, But A
Note Is Pinned To
The Door:

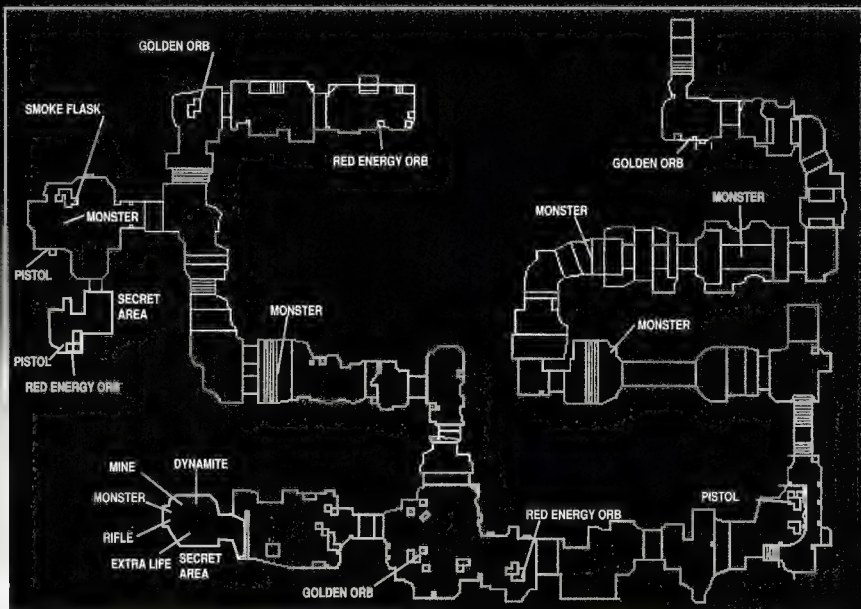
"I Couldn't Wait.
Crowley Suspicious.
Brotherhood Is
Meeting In Spitalfield.
HV." Try To Catch
A Brotherhood
Member Leaving The
Secret Meeting.

Nightmare
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64

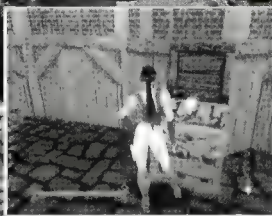


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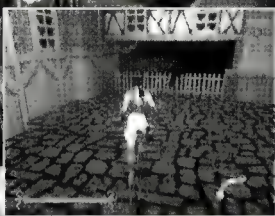
SPITALFIELD



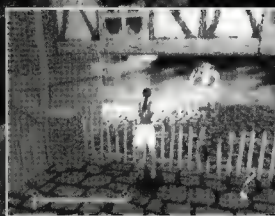
SPITALFIELD



Turn to the left and smash the crate to get the Red Energy Orb hidden there.



At the mouth of the alley ahead, smash the low fence and cross into the next area.



That shadow stumbling through the darkness ahead is one of the misshapen Flesh Zombies that Adam Crowley created.

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64

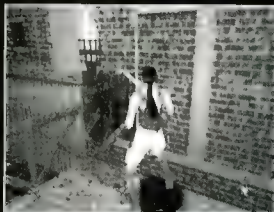


Tip

The Combo that does the best on this particular level is A,A,A, the Triple Kick.



Attack the Flesh Zombie quickly and keep pounding it until it dies.



Go to a lever at the top of a short flight of stairs and trigger it.



Keep going on and kill the Flesh Zombie with the combo blows.



Retreat to the crates long enough to smash them and add the Gold Energy Orb to the inventory.

Caution

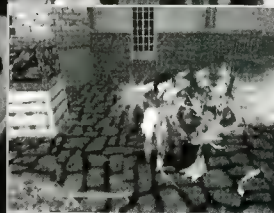
By the way, have you noticed the way your blue energy bar seems to have sped up in its decrease? It's not your imagination. It has. And each of the levels gets faster and faster. Be swift, be certain, or be dead!



Deeper into the alley, a Zombie approaches from the right, and a Flesh Zombie from the left. Remember, the Zombie has to be completely destroyed for you to get credit for it.



Take the right path that the Zombie came from. Smash through the wooden barricade at the end.



Attack the Flesh Zombie on the other side and beat him down until he gives up the item he has.



Smash open the crates to get the Smoke Flask hidden there.



Cross the room and break out the window to get the Pistol tucked away, out of sight, behind the panes.

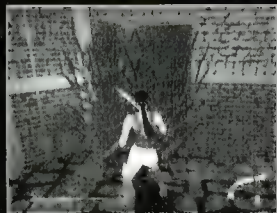


Walk around the left corner here and keep going back.

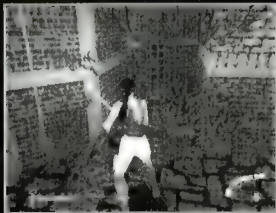
Nightmare
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64



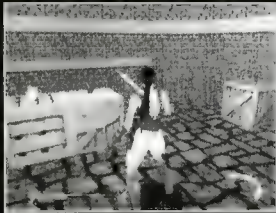
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Follow the stream of water on the floor to the pile of brush against the back wall.



Smash through the brush and follow the corridor down into the secret room beyond.



Inside the room, gather up the Red Energy Orb, the Rifle, and the Extra Life.



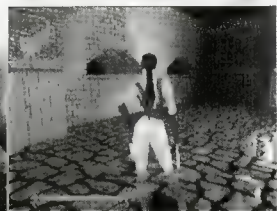
Return to the room above and walk back through the doorway that you originally entered. Out in the main chamber again, turn right and continue following the corridor.



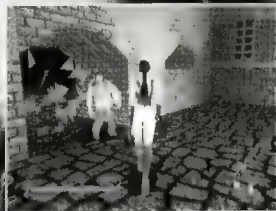
When the wall ahead explodes, use the Combo moves on the Docker, smashing him up into a corner or against a wall.

Caution

Watch the Dockers especially. If you don't keep a close eye on the blue energy bar, you might keep hammering away at him long after he's dead.



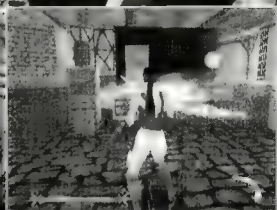
Continue following the alley. Gate bar the two tunnels to the left.



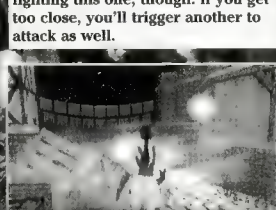
When approached, a Zombie smashes through. Hang back while fighting this one, though. If you get too close, you'll trigger another to attack as well.



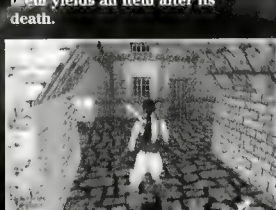
Destroy the Zombies completely to get credit for them. One of them yields an item after its death.



Further down the corridor, a stack of crates blocks the way.



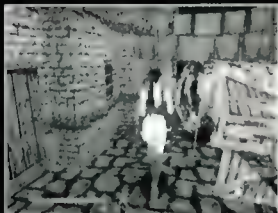
A Fleat Zombie knocks them outward as weapons and attacks at once. Kill it.



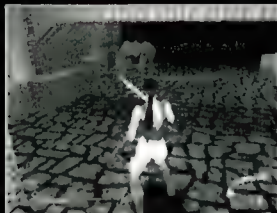
When the tremors start at the archway ahead, jump back to avoid rock falling from above.

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Walk to the right and dodge back to avoid the crates thrown by the Flesh Zombie. Then attack and kill him.



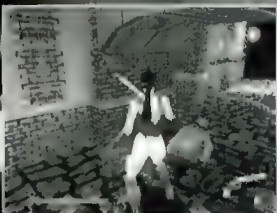
Duck under the lines of hanging laundry and stop to take a look at the Docker waiting ahead. See the archway overhead? When the tremors start, dodge back to avoid the falling rock.



After they have passed, go kill the Docker.



Smash open the crates in the room beyond.



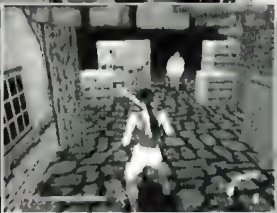
A Zombie attacks from the left as you approach the crates deeper into the room. Kill him before he does any real harm.



The crates in this big room add a Gold Energy Orb and a Red Energy Orb to your collection.



Turn to the right, away from the wide alley mouth that the Zombie came from.



A Zombie smashes through some of the crates ahead and attacks immediately.



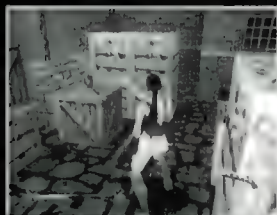
Kill the Zombie and discover that he has a Flesh Zombie behind him, covering his back.



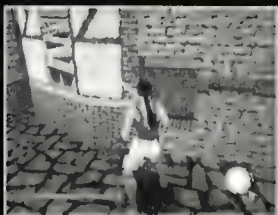
Make the close quarters work for you—put these adversaries up against the nearest wall and Combo them to death.



Search the back corner of the room for a doorway that leads to another secret room.



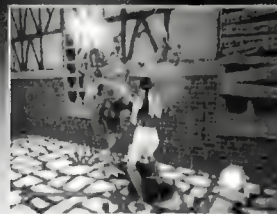
Kill the Flesh Zombie guarding the items inside the room. Take the item it surrenders. Then smash all the crates and gather up the Extra Life, Mine, Dynamite Stick, and the Rifle.



The window leads nowhere.



Return to the outer room and go across to the other side. Under the archway, a Flesh Zombie strides out of the darkness to challenge you.



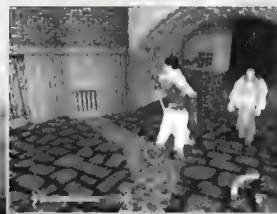
Put the Flesh Zombie up against a wall and beat him down.



A Dockers batters through a wooden wall and joins the battle.



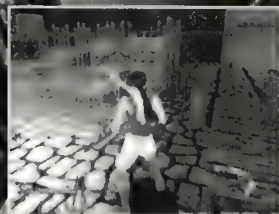
Follow the stream that winds across the floor into a sewer grate.



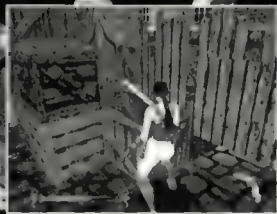
Before the archway is reached, a Zombie lumbers into view.



Another Zombie shamles out from behind a stone column sticking up in the middle of the floor ahead. Destroy him.



Further on is another room filled with crates. There's also the intriguing addition of a flight of stairs on the right.



Go crate-smashing to the left first. A Flesh Zombie can be seen and heard on the other side of the crates, but it can't hurt you here.



Look long and hard enough, and you'll spot the lever that it guards.





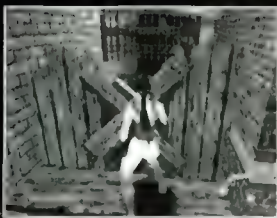
Find the Pistol in the smashed crate, then go up the stairs.



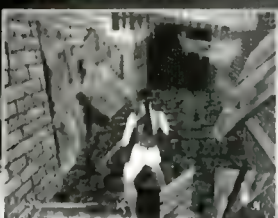
Use the newly acquired Pistol and blow the exploding barrels, and the Flesh Zombie, to bits.



Walk through the debris to the lever and pull it.



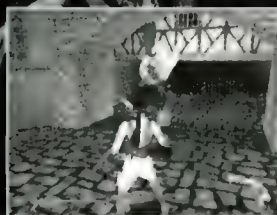
The gate behind the broken fence raises.



Smash through the fence and be prepared to fight the Docker that rushes out.



Go through the corridor and watch as a group of timbers collapses in a cloud of dust.



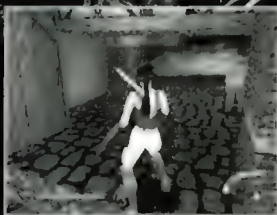
At the bottom of the ramp, turn left and confront the Zombie coming to attack. Destroy it and keep going.



After only a couple steps, a Flesh Zombie charges at you. Once it has been dealt with, a Docker batters down the wall blocking the alley. Kill the creature and keep going.



Two Zombies come calling at the other end of the corridor. Kill them and gather up the item that one of them gives up.



Follow the downgrade, easing into the next section of alley.



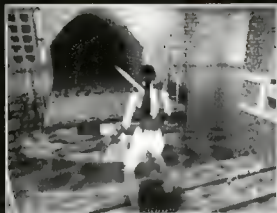
A Zombie and a Flesh Zombie wait there. Kill them both and keep going.



A wall of crates ahead appears to end the alley. As you approach, however, a Zombie plows through them and begins its attack. Kill it and move on. The Zombie gives up an Item.

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Getting near the bridge in the background causes it to explode in a flash of light. Walk to the edge and study the dark water of the Thames River below.



Falling into the water is certain death. But the alley on the other side is waiting.



Back up a couple steps. Get a running start and leap across

Tip

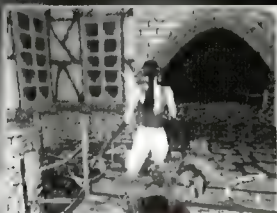
Mastering the leaps is essential for some of the later gameplay. You have to learn to judge the distance and hold down the jump button, C(L), until you are clear. In some of the later levels, you will be required to learn how to shorten those jumps, or jump at angles, to get the right distance.

Caution

Also, be careful that you don't knock one of the item-carrying monsters into the water. You won't get your 100 percent at the end of the level, and you won't get your item.

Caution

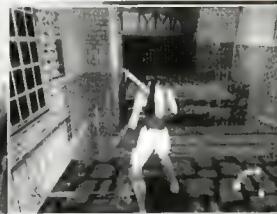
The bridge in this area can be a problem due to the perspective. Move around until you line it up, peering over the shoulder of your chosen character. If you move around, it will happen. You will find it very difficult to make the jump correctly without taking the time to do this.



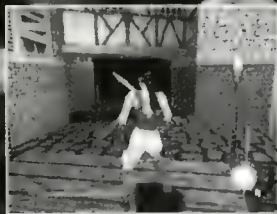
On the other side, there's a Flesh Zombie that attacks at once. Exercise caution because getting knocked over the side of the bridge means death. The dead Flesh Zombie will give up an item.



Cross the next bridge. Look closely! See that shadowy figure ahead? That's Adam Crowley! Pursue him, but be careful.



Turn left around the corner and find the rickety bridge, which looks like it wouldn't hold up under a strong wind.



Get a running start and leap over the bridge. Then continue following the alley. Ahead and to the left, another bridge blows up. Run and leap over this one as well.



On the other side, you'll briefly glimpse Crowley as he makes his escape.

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Before beginning the pursuit, a Flesh Zombie charges at you from the area ahead. Take a strong position to avoid being knocked over the side.



Walk to the left and break out the boarded-over space on the wall to unveil the Gold Energy Orb hidden there.



Turn back to the right and locate the corridor entrance in the wall. Your approach automatically triggers the end of the level. Save and continue your game.

The Man In Græ
Manages To Elude
You By Fleeing Into
The Sewers.
Follow Him!

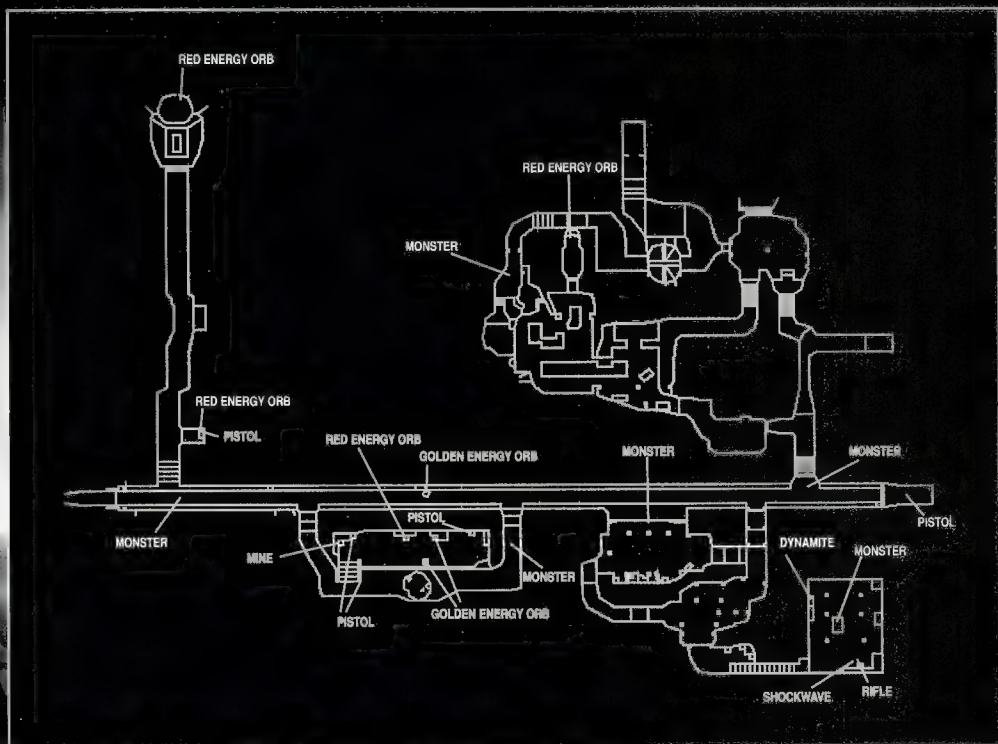


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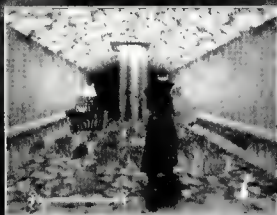
THAMES TUNNEL



Turn around and take the Red Energy Orb from the niche in the wall.



Approach the archway ahead with care. The traitors warn of falling rock.



Walk over the debris to the Wagon.

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Tip

The Combo specialty for this level is B,B,A for Ignatius, a Temple Strike. For Nadia, it's B,B,C, (L), a Side Flip Kick.



Hit the Wagon to send it into the crates and timbers blocking the path ahead.



After the explosion dies down, continue following the tunnel forward.

Tip

One of the best tactics for these "surprise" Dockers is to rush them and pen them up in the narrow areas. If handled correctly, you can pummel them to death with hardly any damage. However, one good shot by the monster, and you're out in the corridor on your keister, scrambling for your life.



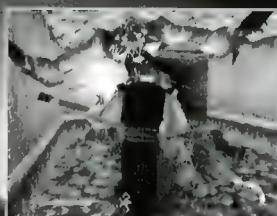
Further on, wooden doors on the left smash outward, revealing a Docker. Cut the monster down with your Combo.

Tip

If killing the Insects poses a problem, use a Pistol. You get a few of them on this level, and the area where you have to have one for a necessary quick kill is indicated.



The tunnel takes a dangerous dog-leg. And falling rock crashes down from both curves, smashing anything that's in the way.



No sooner have the rocks stopped falling than an Insect streaks out of the shadows. Kill it quickly and keep going.



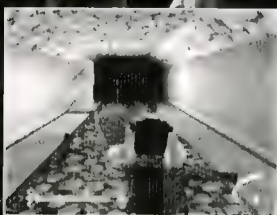
Another set of doors on the left hides a second Docker. Kill it and take up the Red Energy Orb and the Pistol here.



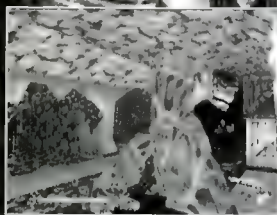
At the end of the tunnel, an Insect erupts from behind a stack of crates. Chop it up, and it will yield a valuable item.



The new tunnel dead-ends to the right.



So go to the left.



A crate comes up quickly on the left, but a Docker smashes through the wall on the right.

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THAMES TUNNEL



Destroy the monster. Then smash the crate open and take the Smoke Flask.



You can't get into the hole left by the Docker. Pass it up and take the tunnel branch to the right.



Follow the tunnel around. Notice the massive hole in the floor and the Thames Monster inside it, surrounded by exploding barrels.

Tip

Despite looking ferocious, having an incredibly long reach, and doing considerable damage, the Thames Monster dies fairly easily when compared to a Docker.

They really look worse than they are. It's easiest to use Pistols when dealing with them, but you can kill them with a sword or staff as well. Just don't get all caught up in an attack and end up in the water yourself. You'll drown!



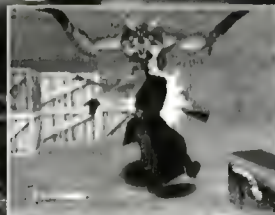
The wall to the left appears solid, but it will not remain that way. A Pistol spins on the ledge to the left.



Take up the Pistol, get to the right wall, and shoot the Thames Monster.



The shot sets off a series of explosions that kill the Thames Monster and blow out the walls to the left.



Walk up the stairs and kill the insect that attacks.



Then start smashing crates. There are more insects in this area that require pest control, but there are a number of items as well.



Acquire these things from the crate-smashing efforts: a Spike Mine, two Pistols, a Red Energy Orb, and two Gold Energy Orbs.



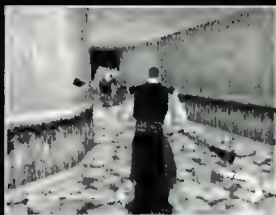
The Insects will also give up an item.



At the other end of the runway, take the stairs down to the tunnel on the other side of the hole where the Thames Monster was.

Nightmare Creators 64





Go to the left.



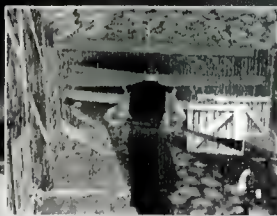
Around the corner, past the hazardous stack of crates, a Docker waits.



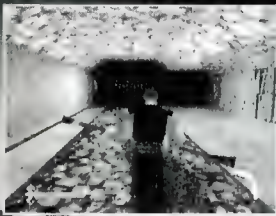
When the Docker slams his fists down on the floor, back away from the falling rock.



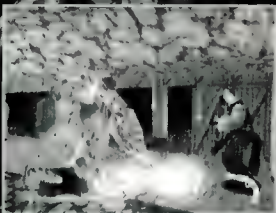
Once the falling rock clears, go back and kill the Docker.



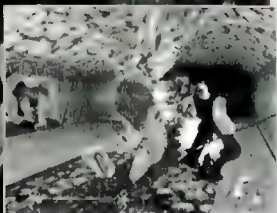
Continue to the end of the corridor to get the Gold Energy Orb sitting on the crate.



Turn back and run in the other direction down the corridor until a wall of wooden doors appears on the right.



Two Dockers break through the walls here. Take the time to kill them both.



Don't get trapped inside the room on the other side of the wall until they're dead. One of them donates an inventory item.



Circle the room, keeping the wall to the right. There's a wooden barricade that can be broken through here.

Tip

The strategy here is to keep one Docker always in front of the other. Never let them get side by side. And the last thing you want one of them to do is get behind you. They will strike quickly from that position.

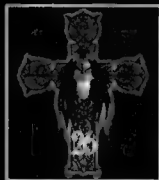


Once this is accomplished, be wary of the falling rock ahead. When the tremors start, dodge backward.



At the other end of this corridor, again keep the wall to the right. Turn and look around every corner.

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THAMES TUNNEL



Be sure to flip the lever around the corner in order to complete this level. You might miss it while running!



Go through the door near the lever. A set of stairs leads up on the right.



Smash the crate to the left first. This one's empty, but you should get in the practice of breaking them up every time you find them.



Up the stairs in the next room, there's a coffin-looking thing in the center of the floor.



Walk in, and a Dockers breaks out of it and attacks. Chop it down. Then search the room, breaking open all the crates.



The items in the crates should include the following: an Extra Life from the Docker, Dynamite, a Rifle, and a Shockwave.



Leave this room and return to the lever room. Keep the wall to the right and make it to this room's last remaining exit.



Take the hallway to the left and break through the wooden barricade.



Then return to the room with the sawdags where the two Dockers came from earlier.



Return to the corridor. Follow it forward and take a right.



A pile of crates blocks the way up ahead, but the path to the left is visible.



Ignore it and approach carefully because a Docker is behind the crates. Attack and kill it quickly, taking its item.

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Proceed to the end of this corridor straight ahead. Then bust open the crate and take the Pistol.



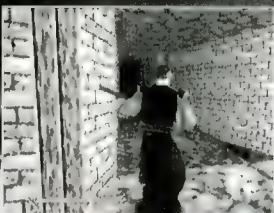
Don't bother with the exploding barrel ahead.



Turn around and take the corridor to the right.



Another corridor opens up to the left, but it only allows a limited view into another area.



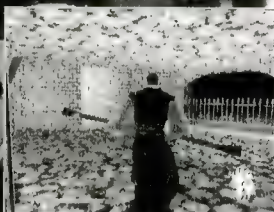
The water here looks treacherous, but actually it's quite easy to get around in.



Walk to the other end of the water, avoiding the falling rock that comes down about midpoint in this tunnel.



On the right, another tunnel houses an exploding barrel in the midst of fallen timbers. Ignore it and continue forward.



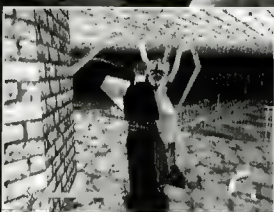
The room ahead possesses a big window overlooking the river. Two insects fly in to attack.



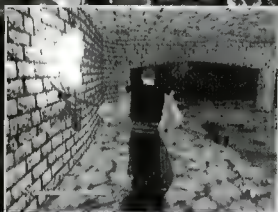
Kill them both, making sure they are inside the room, and get an item from one of them.



Take the other exit from the room. Then kill the insect that comes buzzing out of it.



Keep walking down the corridor. At the end, another Thames Monster guards walkways across the water.

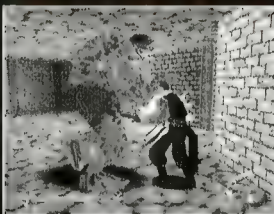


Kill the Thames Monster if possible. Bear to the left along the ledge there.

THAMES TUNNEL



At the end, leap across to the wooden walkway. Then turn left and leap to the stone flooring.



Kill the Docker and trip the lever he was guarding.



Go back out of the room, leaping onto the wooden platform again.

Tip

Okay people, this is where we separate the gamers from the amateurs. Some jumps in this game can be difficult, and learning to judge how far or how short to jump takes patience. If it doesn't come naturally, experiment with it. You'll have to develop a feel for it.

Try taking your finger off the C(L) right after making a jump. It feels natural to keep trying to go forward. However, that usually puts you in the drink. So if you have problems making the jump, try letting off C (L) to see if you're overreacting. Oh, and aim for the big pieces of the platform while staying away from arches overhead.



Turn to the right and leap onto the stone ledge that provided a jumping-off point earlier.



Back on the stone ledge, walk to the wharf where the Thames Monster was and leap across.



Turn to the left and leap across to the section of wharf floating there.



Walk around to the right and look at all the floating exploding barrels there.



Tip

You should plan on keeping a few Pistols to get through these areas. Otherwise, ducking and dodging Thames Monsters while jumping across water gets downright risky in a hurry.

Jump to the platform to the right. Kill the insect ahead, but make sure it is over land because it does carry an item.

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Stay headed toward the right, to the next platform in that direction.



Inside is a Red Energy Orb and an Extra Life. Take them and return to the floating platform.



Approaching the doorway ahead, be wary of falling timbers and pipes. An Insect is on guard here.



Cross to the other side and follow the corridor. Another insect is only a little further on.



Keep walking until you are between the two gates to reach the end of the level. Save your game and continue.

Sudden! You Hear
A Crash And The
Screams Of Innocent
Citizens Up Ahead.
Your Guard
Forgotten, You
Advance To Find Out
What New Horror
Has Been Unleashed.



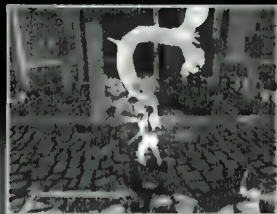
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SEWER SNAKE

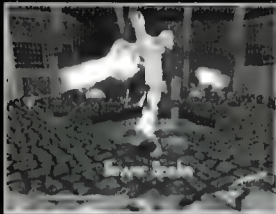
SEWER SNAKE



In this corner, the Sewer Snake—the "snake" of mauling, dripping, dripping death.



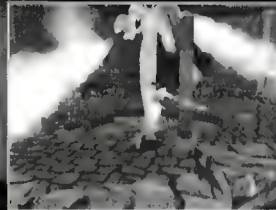
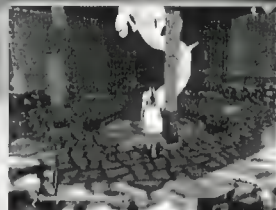
The strategy here is to run around the Sewer Snake and knock down all five of the support posts, causing them to fall on the creature. Two of them require being hit twice.



The first one. Circle to the left.



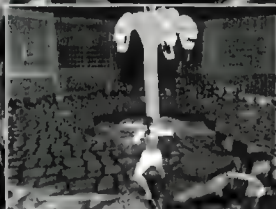
The second one.



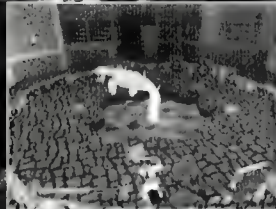
The fourth one requires two hits to knock it down.



The fifth one requires two hits to knock it down.



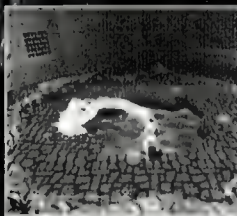
Get into a defensive position and avoid the head-on strikes using the ↓ button.



The Sewer Snake revolves in a counter-clockwise motion after three strikes.



After the three attacks break off, step forward and hit the Sewer Snake as many times as possible with Combos. Be careful of the water. The best Combo is the B,B,B while advancing forward.



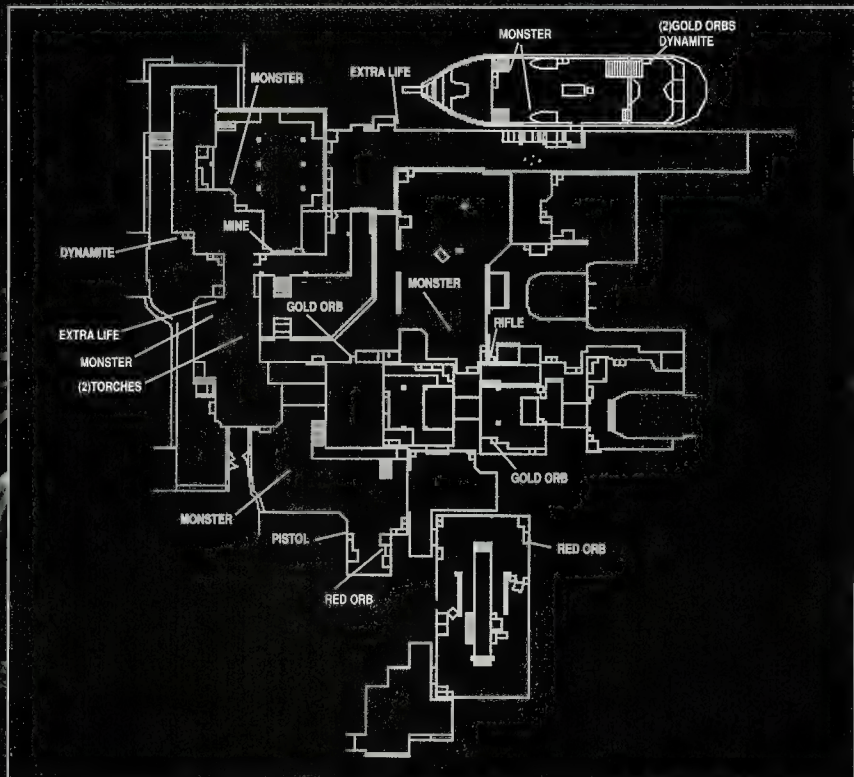
Once the Sewer Snake's dead, progress to the next level and save your game.



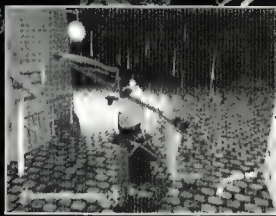
Nightmare
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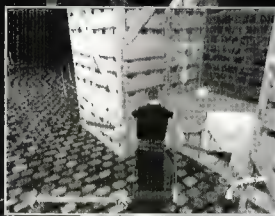
INDIA DOCKS



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The weather turns quite drizzly at this point in the search for the Sea Wolf Pub. Disembowel the Zombie approaching from the left.



Check through the crates in this area. The search should turn up a Pistol and a Red Energy Orb. There's another Pistol around the right corner of the stacks with the red marking on it.

Tip

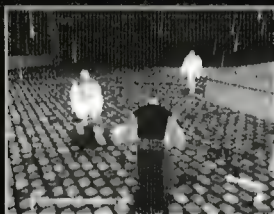
Your Combo for Ignatius on this level is the Scottish

Backhand: B, A, B.
Nadia's Combo is the Bloody Ballerina: B, C(L), C(D).

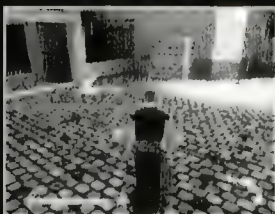


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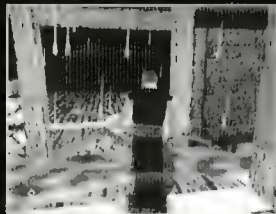
INDIA DOCKS



Two more Zombies wait up ahead. Chop them both and keep moving forward. One of them gives up an



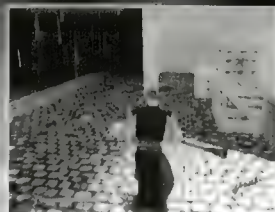
Further on, a stack of crates lies to the right, and an open doorway lies to the left.



Walk to the open doorway and leap across the broken planking.



On the other side, a Thames Monster hangs out in the river. Shoot it with one of those brand-new Pistols.



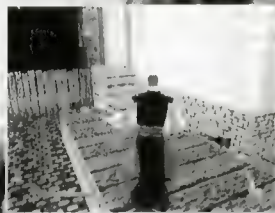
Bust the crate ahead on this dock and take up the Pistol there.



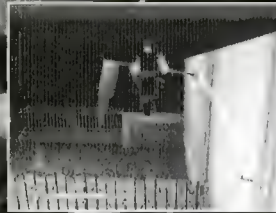
An iron-barred door holds a Zombie in a room. This room has a secret entrance.



To get to it, go back and jump across the broken plank and return to the area where the crates are on top of the ledge.



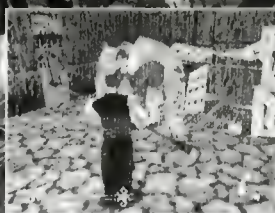
Jump up on the ledge where the crates are.



Leap up onto the crates and leap from the top over the wall.



After landing in the enclosed space on the other side of the wall, turn left and enter the door.



A Zombie attacks. Then the crates to the right crumble as a Docker comes surging out of them.



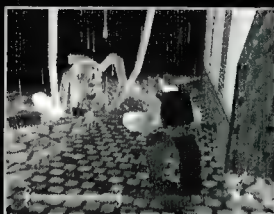
Kill the Zombie, then the Docker guarding this area. Then take the Extra Life from the bloody pit and the Torches from the crates. Don't forget the item the Docker left behind.

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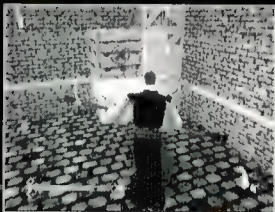
Hit the lever to raise the door.



Outside the open door, turn right and keep going.



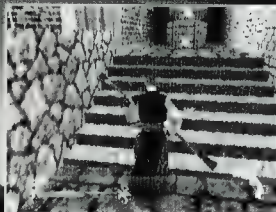
In the next open area, a Docker puts in a guest appearance from the shadows. Kill it and keep moving forward.



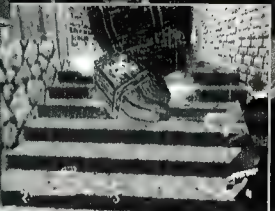
Bust the crate in the right corner to take the Dynamite.



Further up the dock is another Thames Monster. As long as there are Pistols in the inventory, long-distance kills are possible. And this level seems to have lots of pistols. So kill the Thames Monster and keep on moving.



Notice the stack of barrels at the top of the stairs.



They are a trap. Avoid them and let them go rolling by.



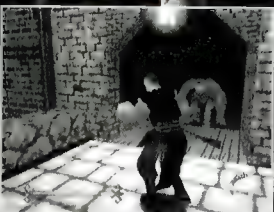
... then rush up and kill the Docker that sent them tumbling down.



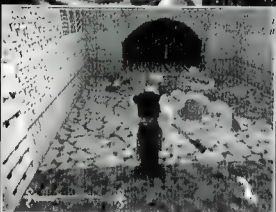
Take the corner to the right and break open the doors ahead.



Beware the tremors! Rocks come down from the ceiling as the Docker inside this room attacks. Take the Docker's item when it dies.



Wait until the rocks have fallen, then go kill the Docker. A quick search of the room reveals no hidden items in this room, but take the one left by the creature.



Advance to the other door out of this area. But be careful because the beams come tumbling down and can crush an unwary traveler.



INDIA DOCKS



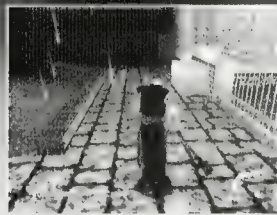
Smash open the crate to the right of the door and take the Spike Mine inside.



Ahead, there's an old collapsed bridge in the canal. Crossing it draws the attention of a Zombie.



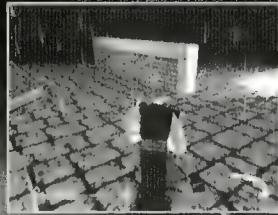
A Banshee flies in from the right and goes on the attack. It can be really devastating if it isn't killed quickly.



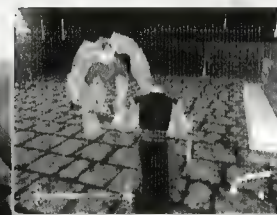
Finish crossing on the broken bridge. Then follow the dock up and around to the left.



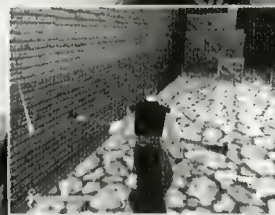
A crate lies along the path this way. Crack it open and take the Gold Energy Orb.



At the left turn, a pair of options presents itself: You can go to the right through the gate or continue to the left.



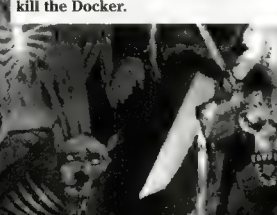
Continue to the left to completely map out this section of the docks. A Banshee holds court over a Docker below. Chop up the Banshee first, then drop down and kill the Docker.



Leap back up on the docks. From here, the ship is visible, so get on over to it. But beware a second Banshee.



Leap up the crates to the ship and go on deck.



A Docker moves in to challenge immediately. Move into the center of the deck to avoid getting squeezed over the edge. Then use the masts like you would a wall against the monster. And if he goes over the side, go after him to get your full monster credit.

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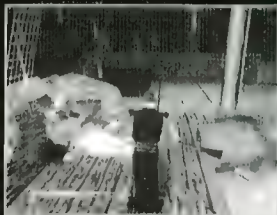




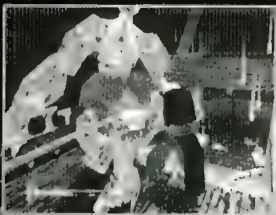
A pair of Zombies follows quickly on the heels of the Docker. The Docker loses interest quickly and retreats to the ship's hold. Destroy the Zombies and collect the items they have.



Avoid the swinging hook at the front of the ship.



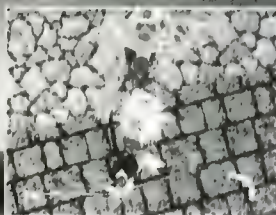
Retreat to the back of the ship, hunt for the Docker, and kill him.



A second Docker waits in the hold behind guards with Gold Energy Urbs and Dynamos.



Take them, then prevent the ship.



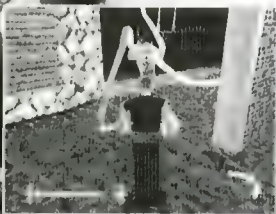
Go to the left and kill the Docker at the end of the dock. But be careful that it doesn't force you into the river when it lashes out.



Go back toward the ship and take the first turn to the left. A lantern sits on a low wall here.



As soon as the courtyard is entered, a Banshee swoops down, screaming.



Kill the Banshee. Then go toward the Thames Monster beyond the exit. Destroy it or avoid it.

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INDIA DOCKS



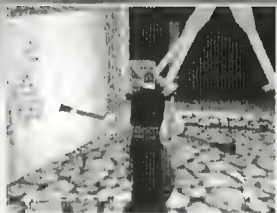
Race around the water's edge and destroy the Docker on the other side.



Search the crates behind it to find the Rifle. If you haven't killed the Thames Monster here, do so now. Get all the points you can.



Follow the narrow alley ahead. Another Thames Monster is in the water ahead. Kill it. Then kill the Docker around the corner as well.



A little further on, the passage crosses the path of three swinging Pendulums over a deep pit.



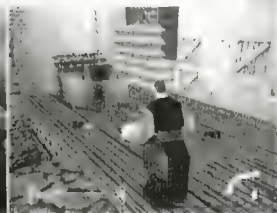
Before dealing with them, smash the crate to the right and take the Spike Mine.



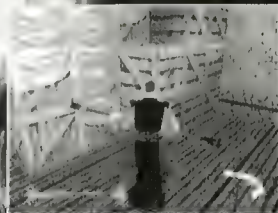
Then time the Pendulums and leap through.

Tip

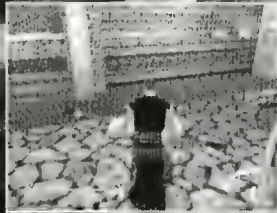
The Pendulums are easier than they look. Don't get anxious; wait for them to create the opening you need. Then leap.



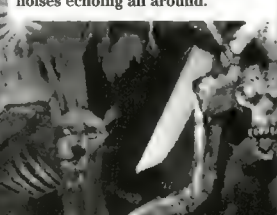
On the other side of the pit, turn left and watch the driver. This is what's making all the booming noises echoing all around.



Smash the crate open to the right and take the Gold Energy Orb.



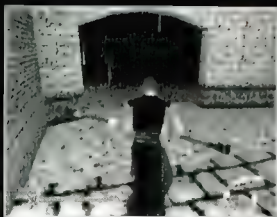
Turn 180 degrees and spot the door in the opposite wall.



Go inside the doorway and find the lever at the end. Hit it to raise the gate in the next area.

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Walk back around the pit area to the archway on the right. When the tremors start, back out of the area until the falling rock has stopped. Then go through and kill the Docker on the other side.



Look to the left of the archway to see where the gate lifted after the lever was hit. Kill the Docker and take the item it has.



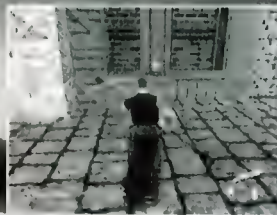
Go through this archway, straight across to the alley. Turn left and smash the doors open.



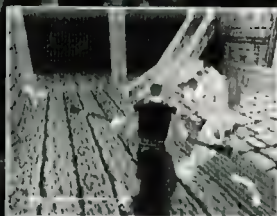
Kill the Docker here.



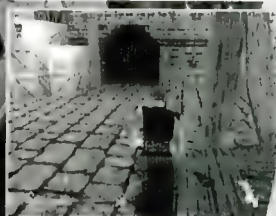
Ahead, in the vast ribcage of a giant creature, is another Pendulum.



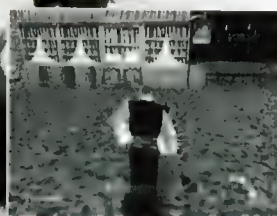
Look to the left and take the Red Energy Orb on the crates.



When the Docker comes through the Pendulum area, attack and drive it back. The strategy here is simple: generally, as long as the Docker is being hit, the Pendulum hammers won't touch anyone.



Once the Docker is dead, go through the archway on the right at the other end of the Pendulum.



On the other side of the archway is a courtyard. In the courtyard sits a building with lights in the windows.



Approach the building to end the level. Save and continue your game.

You find Greystone Slumped In A Corner Clinging To A Bottle. Crowler Created This Plague. He Told Us He Wanted To Make A Superman. He's Using Some Kind Of Potion. He Got The Recipe From The Grave Of Samuel Repls In Highgate Cemetery. Find Repls's Tomb!

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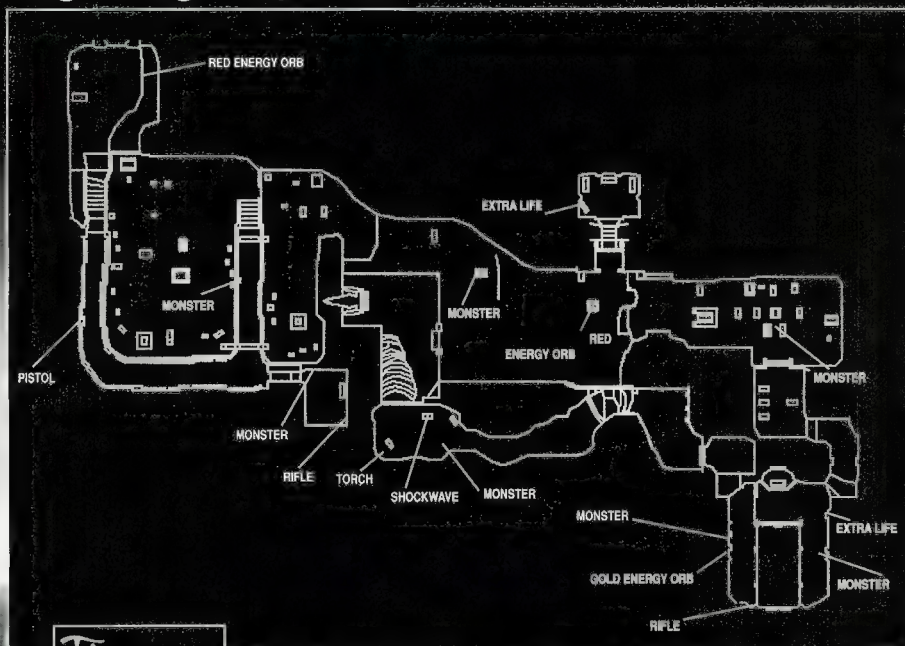


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HIGHGATE CEMETERY

HIGHGATE CEMETERY



Tip

Ignatius's Combo here is Last Judgment: A, B, C(D). Nadia doesn't have a Combo here.



Wolves howl in the distance. Take a good look around the cemetery grounds. The trip here is going to be fast and eventful.



Go to the left and take the Red Energy Orb in plain sight.

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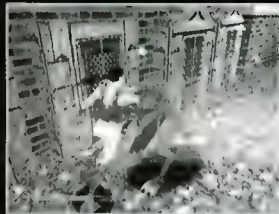
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Only a little farther ahead, the first of the Werewolves that plague this level stands waiting on the low stone wall.



Attack and kill the Werewolf. Then continue on down between the line of crypts.



Another Werewolf will attack between the third and fourth crypts. Leave room to maneuver, and use the wall as part of the strategy to kill it.



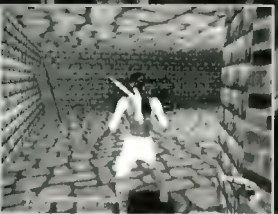
Keep going between the crypts; you'll find a Pistol on the right a few more crypts down.



Follow the crypt path around to the left. A third Werewolf will attack at the first bend in that direction. Leave space to deal with it, and there will be no problems.



At the end of the crypt pathway, a tomb opens up dead ahead, and a Werewolf charges out, snarling and growling. Keep the steel swinging until it is dead.



Enter the Werewolf's crypt to claim the items that are inside.



Coffins line the wall, echoing the huge black stone coffin against the back.



As soon as the room is invaded, creatures pour from the coffins. Keep your flank protected and try to draw as many of them out as possible to cut down chances of a mass attack.

Tip

Hitting the first of the three coffins on the wall will trigger the arrival of the rest of the creatures. However, it is possible to first dispatch the monster in the coffin to the left of the black stone one. Be sure to get the creature's item.

If you have a Smoke Flask in your inventory, this is a good place to use it. Then hit the creatures while they can't see you.

Another strategy is to attack each of the individual coffins before trying anything with the black stone one. Most of them will give you items as well.

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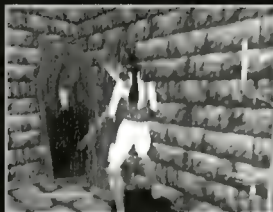


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HIGHGATE CEMETERY



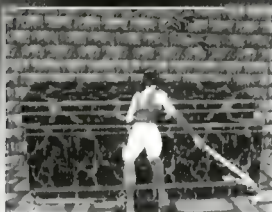
Gather up all the items left behind by the dead creatures.



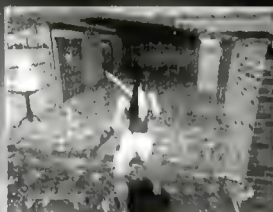
Go to the third coffin of the three lining the wall and take the Shockwave hidden there.



The first coffin hides a Rifle.



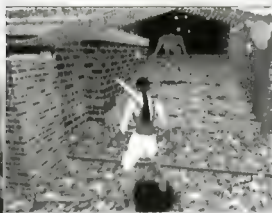
Hitting the black stone coffin dislodges the lid and allows a flock of bats to fly out.



After you're finished in here, go back out into the courtyard, in front of the tomb. Turn right and keep going.



Hit the gate ahead to open it. Then kill the Zombie on the other side and take the item it was hoarding.



At the stairs in front of you, another Werewolf attacks.



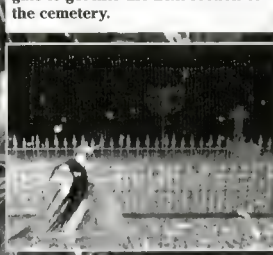
At the top of the stairs, turn to the right and break through the small gate to get into the next section of the cemetery.



Immediately turn left and smash the crate to get the Rifle inside.



Cross the cemetery, and another Werewolf activates and comes out snarling for blood.



Farther on, Adam Crowley throws Dynamite at you and blows you off your feet. But he's gone before you can do anything about it.



Near the back of this cemetery section, a Zombie pushes its way up out of its grave and attacks. Back away and attack when you reach high ground.

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Put the chop on the Zombie and take the item it leaves behind.



But watch out! No sooner does the Zombie drop to the ground in pieces than a Banshee attacks from behind. Kill it as quickly as possible.



Continue on to the right. A line of brush keeps the back section of the cemetery from being easily penetrated, so work around it.



Another Banshee flies an intercept path near the back of the cemetery. After killing it, take up the Red Energy Orb from the tomb there.



Two gates in the back corner of the cemetery section break open when they are hit.



Go through the gate on the left. When the tremors start, back out until the rocks have fallen, then reenter.



Kill the Zombie and Werewolf inside; then raid the coffins. Gather up the Extra Life and the Torch.



Hitting the coffins will release a spirit and a flock of bats. Gather the Torch that's here.



Leave this crypt and go through the other gate. Two Zombies form the welcome wagon. Leave them in stitches.

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HIGHGATE CEMETERY



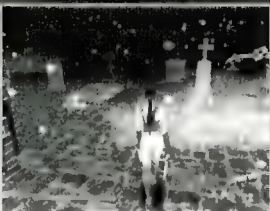
More spirits leave their coffins at the back.



Another Zombie rises from the grave and leaves a nice going-away item when he is taken out.



Also watch out for, and destroy, the Banshee flitting around back here.



Go up the next gate at the back but look out for the high-flying Banshee. Give ground because she can be tough in this area.



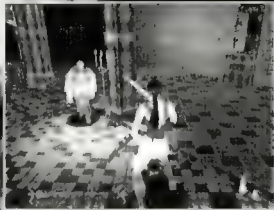
Follow the stone path around to the left, and enter the archway ahead cautiously. When the tremors start, duck back out to avoid the falling rock inside. Then go down the corridor to the chapel.



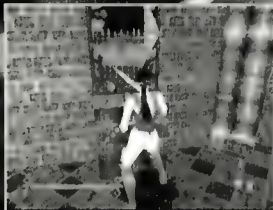
Watch out for the Werewolf waiting up ahead. Kill it and walk around to the left, keeping the wall at your side.



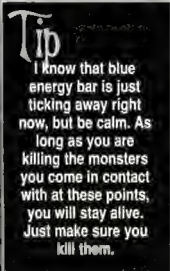
With an explosion of flying glass shards, a Werewolf jumps through the window from the left. Track it down quickly and kill it, taking the item it leaves.



At the same time, your approach lights up the radar screen of a patrolling Zombie. Use the support pillars as defensive positions and kill it as well.



You can't jump through the window even though it looks big enough.



Tip

I know that blue energy bar is just ticking away right now, but be calm. As long as you are killing the monsters you come in contact with at these points, you will stay alive. Just make sure you kill them.

Continue around the chapel with the wall to the left. Maze walls all lead to every spot available when followed precisely.

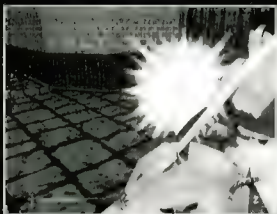
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On the other side of the room, with the wall still to the left, two more Werewolves leap through the stained-glass windows. Attack and kill them. One of them leaves an item.



Find the wall again, keep it to the left, and keep going. It shortly leads to a hallway where a Zombie keeps watch.



Walk to the door on the left, break it open, and go through.



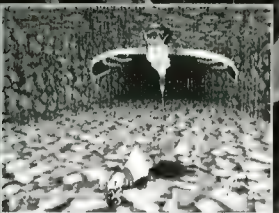
Destroy the Zombie out in the courtyard and go to the right. Attack and kill the Werewolf there as well.



At the back of the courtyard is an exploding barrel set up in front of a gate. Shoot it to explode it.



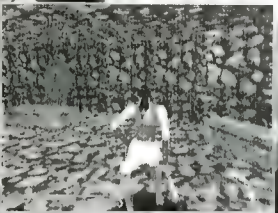
Walk through the cleared area down into the caverns. A flock of bats flies out in greeting as you approach but offers no harm.



The Banshee, Zombie, and Werewolf that follow them are a different story. Deal with each one of them individually.



If knocked very far back by their attack, give ground. Let them approach to get them out into the open again, so they won't attack in heavy numbers. Take the item the Werewolf leaves behind.



Raid the coffins in this area. The one on the left gives up a Torch. The one on the right holds a Shockwave.

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Go up the stone steps at the back.



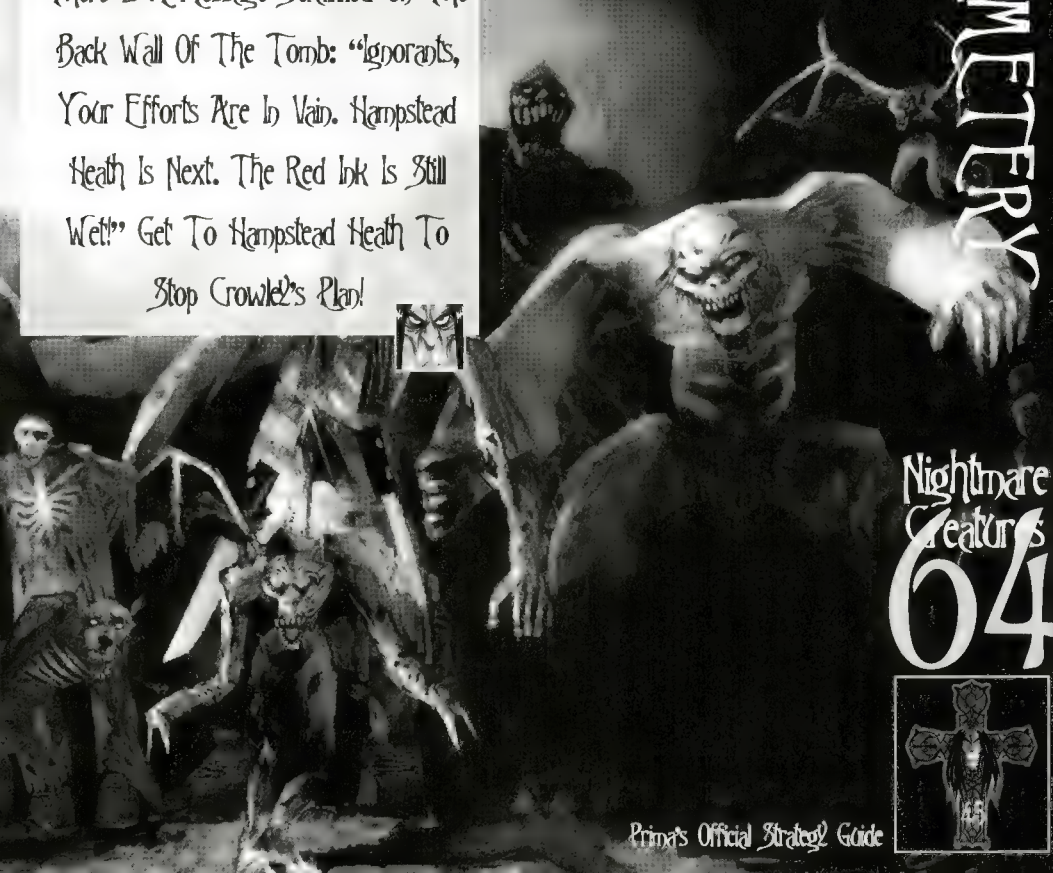
Two Werewolves and a Banshee appear at the top of the steps. Put them down, making sure to leave room to maneuver and use the walls against them.



Then walk into the small building (Samuel Pepys's Tomb) ahead and break open the door to end the level. Save your game and continue.

HIGHGATE CEMETERY

Repl's Tomb Has Been Plundered.
There Is A Message Scrawled On The
Back Wall Of The Tomb: "Ignorants,
Your Efforts Are In Vain. Hampstead
Heath Is Next. The Red Ink Is Still
Wet!" Get To Hampstead Heath To
Stop Crowle's Plan!

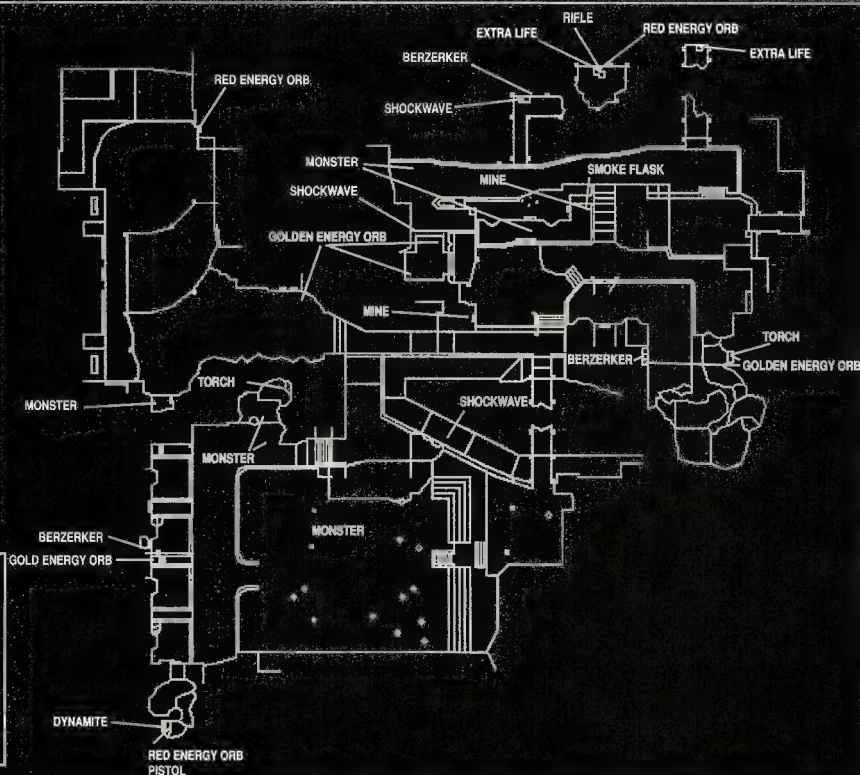


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HAMPSSTEAD HEATH



Tip

The Combo for Nadia on this level is the Gymnast Strike: A, ↑+A. For Ignatius, the Combo is the Lunge Kick: B, C(L), A.

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From where you begin, turn around and smash out the window to get the Red Energy Orb hidden there.



Then go out and kill the Flesh Zombie.

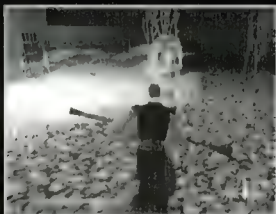


Follow the stone-lined path ahead until it ends. Break open the gate on the left and go into the next courtyard.





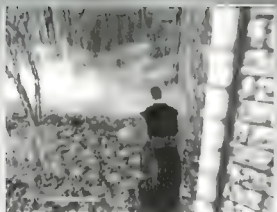
Two Flesh Zombies put in an appearance immediately. Use the trees and lampposts to keep them pinned out.



If the first two aren't disposed of quickly enough, a third will join in. One of them will leave an item upon its death.



Regroup and drop back to the gate at the entrance to the courtyard.



To the right of the gate, looking out over the courtyard, is a vine-covered opening into one of the buildings. Enter.



Take the Pistol in the niche to the left. Then return to the courtyard.



Go to the building on the left, beside the lamppost, and smash out the windows to get the Gold Energy Orb behind the glass panes.



Turn to the right and cross the courtyard to the stone path leading out of it.



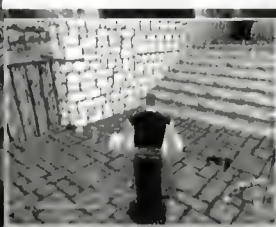
Bear to the right and take note of the Thames Monster in the river beyond the low stone wall.



Approaching the lamppost triggers a Spider to jump to the attack.



Kill the Spider and walk to the end of the path. A set of stairs leads up to the right.



HAMPSHIRE ADVENTURE

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For the moment, ignore these and return to the break in the low stone wall where the Thames Monster is.



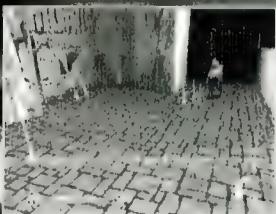
Go through the break and kill the Thames Monster. Then circle around to the right to get the Shockwave in the niche there.



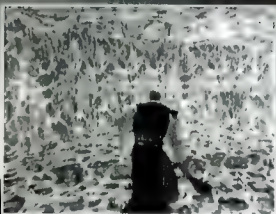
Travel all the way to the back of this enclosure, and you can get a view of one of the upcoming bridges.



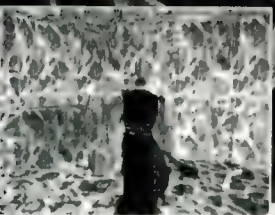
Return to the stairs, but be wary of a surprise attack. A Flesh Zombie at the top throws down barrels that do considerable damage.



Another Flesh Zombie will join in, accompanied by a Spider. Kill them all by using the walls against them and keeping them strung out so they can't work together. Two of them will leave items behind.



Walk forward and turn right at the corner where the second Flesh Zombie came from. Then enter the room there.



Take the Torch.



Then return to the courtyard outside and go to the right.

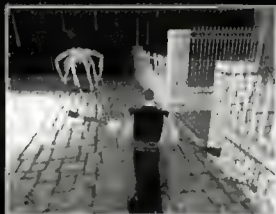


At the next juncture, you can either take the narrow path beneath an arched gate to the right or go down the street to the left.



The right path dead-ends at a door. It is locked, and you can't get through. But you can see the potential.





Go back out and take the next passage to the right. A Spider attacks at this point, so kill it quickly by using the walls to trap it and hammer it.



Walk all the way to the door at the end of this passage. Then turn to the left and break the wooden fence section.



Leap over the ledge and gather up the Gold Energy Orb in the corner.



Break the window here to get the Berserker.



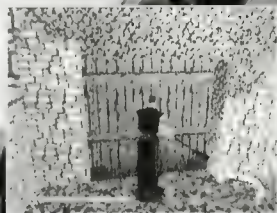
Use the steps to get back up to the ledge. Then walk back out to the street.



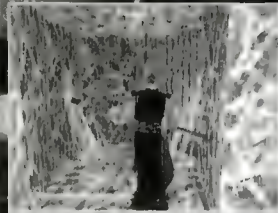
Skip the next passage to the right because the gate is locked. Take the one after that, though.



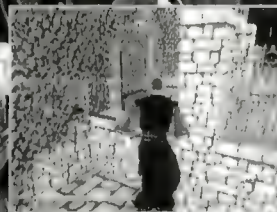
Smash the wooden railing to the left and leap down inside the small, inner courtyard.



Break down the wooden barricade to get into the hidden area.

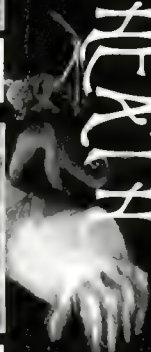


Enter the hidden area and smash through the next wooden barricade to the right. Take the Dynamite, the Red Energy Orb, and the Pistol.



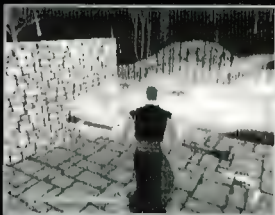
Go back to the small courtyard and climb the steps to get out.

HAMMERSTEAD HEATH



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From the arched doorway at the entrance, cross the street and break the wooden barricade down on the other side.



A Flesh Zombie attacks from the wooded area beyond. Kill it. Then, with the wall to your right, follow it around.



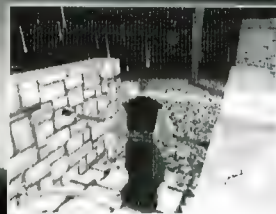
Pass the stairs at the other end for the moment, but cut across behind them to reach the opposite wall.



Completely circle this wooded area and get everything in here before going any farther.



In a niche on the right, take the Pistol. Then kill the next Flesh Zombie and take its item.



Arriving back at the entry gate, return to the stairs at the back of this wooded area.



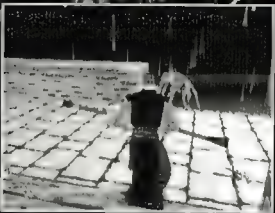
Continue down the second set of decrepit steps and kill the Flesh Zombie that approaches out of the shadows.



Walk across the wooden bridge under the stone arches.



Halfway across, a Thames Monster erupts through the bridge. Shoot it, then leap across the break.



On the other side, you can either go left or continue straight. Going left only leads to a dead end, so go straight.



Kill the Spider at the bottom of the stairs.



Break the window to the left and take the Spike Mine.

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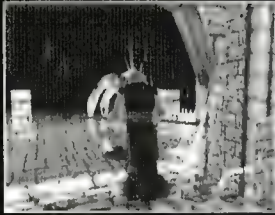
HAMPS TEAD HEATH



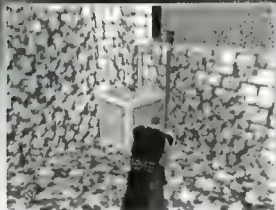
Go to the right of the window and break through the low wooden fence. Then kill the Spider there.



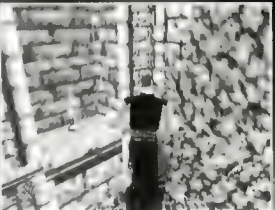
The Spider's lair holds three Gold Energy Orbs. Come back out and break the fence ahead.



This triggers the release of a Flesh Zombie. Kill it and take the item it has.



Enter the courtyard the Flesh Zombie came from and circle around to the right. Then pick up the Spike Mine on the crate by the house.



Break the window nearby to get the Smoke Flask. Then go back into the courtyard, turn left, and climb the stairs.



Walk left to the four-way intersection. A Flesh Zombie is to the right.



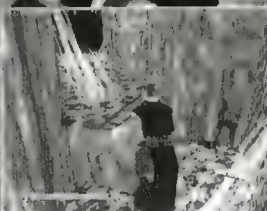
Enter to the right and kill the Flesh Zombie.



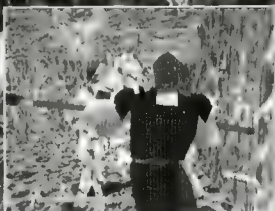
A Spider is in the courtyard to the left. Put it up against the wall and kill it.



Break the windows here to get a Berserker and a Gold Energy Orb.



Walk to the very back and slip through the crack in the wall.



Kill the other Spiders in these web-filled rooms



Then leap up the steps at the back to reach the wooden door blocking your way. Break it down and go through.

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To the right is a niche that holds a Torch and a Gold Energy Orb.



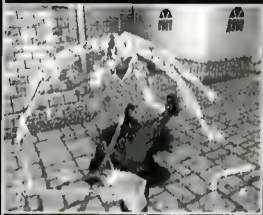
Attack the Flesh Zombie on the other side of the passage and kill it. Next, follow the passage on around and end up back at the four-way intersection. Take the right fork this time, to the river.



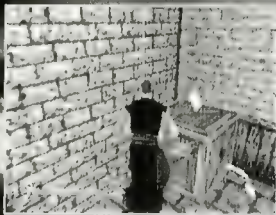
Go to the left and kill the Thames Monster in the river there. Another Thames Monster is to the right, but leave it for now.

Tip

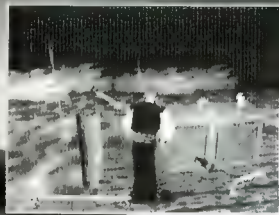
A strategy tip—don't get too gun-happy. If you kill off too many of the easy monsters, you'll end up dying when the blue energy bar gets too low. So leave the Thames Monster on the right until you get back.



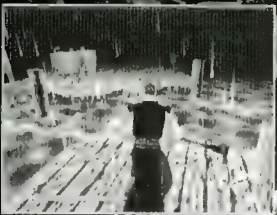
Go on straight ahead, but dodge to the right to avoid the barrels thrown by the Flesh Zombie. Then kill the Flesh Zombie and take its item.



To the left, behind a wall, is a Spider. Kill it and go behind the wall to take the Shockwave sitting there on the crate.



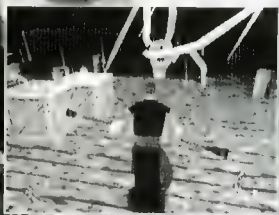
Go back to the first dock that comes up on the left. Kill the Thames Monster there. Then take the Shockwave, Pistol, and Berserker from the crates.



Turn to the right and follow the dock until you can leap onto the next platform in the water.



Before leaping, kill the Thames Monster waiting there if possible. Then jump across.



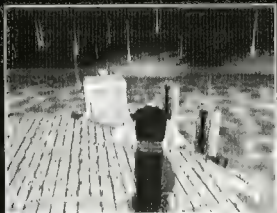
Surprise! Another Thames Monster rises from the depths. Kill it and take the Rifle, the Red Energy Orb, and the Extra Life from the crates. Return to the main dock and turn left.



Continue to the Thames Monster that was left alive earlier. Kill it now and make the leap across to the other section of the dock.



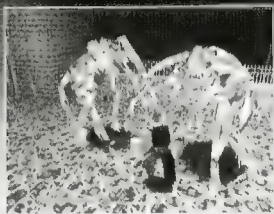
HAMPSHIRE HEAD



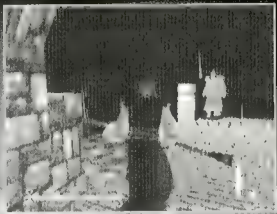
Collect the Extra Life and return to the main dock.

Tip

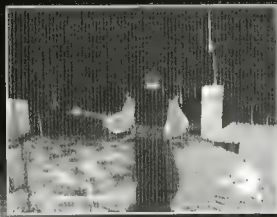
Getting the leap just right here can be tricky. Jump from the point farthest out on the left. And remember to release the button when you get there so you don't keep going



Leave the dock now and go up the stairs to the left. On the left is a Spider's nest. Enter it and kill the Spiders.



The door closes behind after entry. Go through the Spider's nest and along the dock. You'll spot Adam Crowley making his getaway.



Advance to the end of the dock to end the level. Save your game and continue.

The Ever Will Crowled
Escapes Again! You Spot
Him Climbing Into A Boat
With Another Man And
Making For The Queenhite
Docks. Quick! You Find A
Boat And Follow Him.



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[illegible]

Tip

It's important not to allow the Docker to lure you onto the bridge behind him. The swinging grappling hook can create all kinds of problems. And if you get knocked into the water, you die instantly.



QUEEN WHITE DOCKS



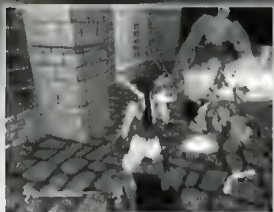
Walk through the archway and time your passage through the swinging hoist.



On the other side, kill the Insect that flies down.

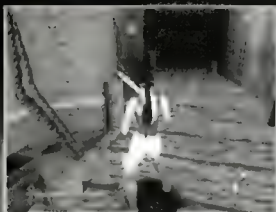


Time the passage through the next swinging hoist. Then run.

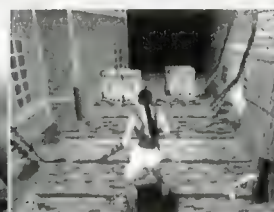


Close in on the next arch carefully. A Docker waits on the other side.

Tip
Fighting the Docker here requires planning and staying away from the bridge edges. Pull it back onto safe ground by making it pursue, beat it up against a wall, and hammer it to the ground.



Leap through the swinging hoist.



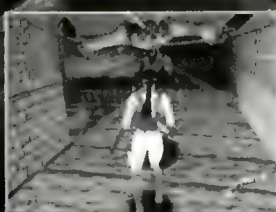
Ahead, a pair of crates sits on a suspicious patch of the bridge. Approach slowly.



When the Thames Monster erupts through the bridge, shoot it dead.



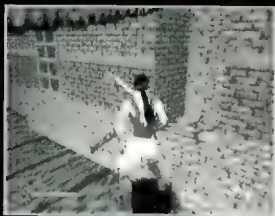
Leap across the broken bridge from the farthest point out on the right.



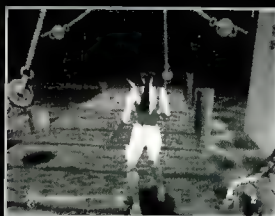
Another pile of crates lies dead ahead. An Insect smashes through these as well.

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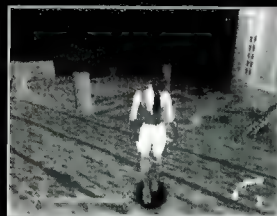




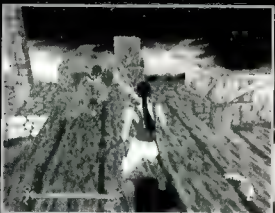
Kill the Insect and claim the item it had. Break out the second window on the right and take up the Berserker there.



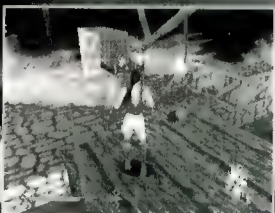
The next danger area has four swinging hoists. Once you have the timing down, rush through them as fast as possible.



Turn left and follow the dock.



The crates there break apart as a Docker crashes through them. A Thames Monster starts swinging as well.



Work to stay away from the edges and kill them both using the Berserker.



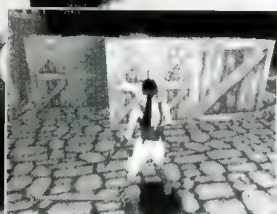
When they are dead, claim the Shockwave on the crates.



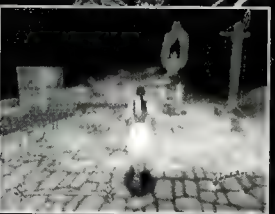
Move ahead and kill the Insect that flies down.



Smash open the crates to get two Pistols and a Torch. Walk past the right turn for the moment to accomplish this.



Crates block the way further on, so go back to the left turn that leads to the dock.

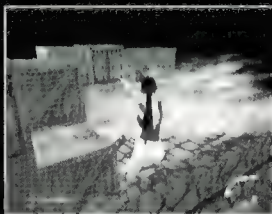


Ignore the left turn and keep going straight. Kill the Docker and continue around the curve at the end.

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QUEENHUT DOCKS



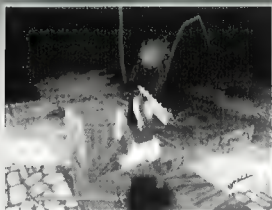
Smash through the crates at the end to get a Weapon Upgrade, a Gold Energy Orb, and a Berserker.



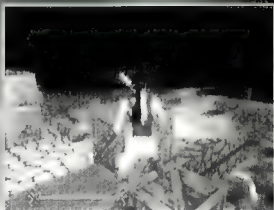
The boats are beyond your reach and aren't interactive with the game, so forget them.



Jump back over the crates and go back up the dock. Then take the first right on your way back and leap over the crates.



If a Pistol is in the inventory, shoot the Thames Monster ahead. Or deal with it close up later.



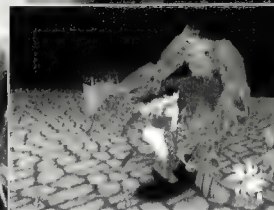
Or jump up on top of the crates here, smash the one on top open, and use the Pistol found there.



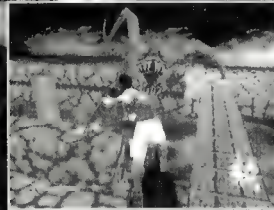
Turn around and go back, leaping over the crates. Take a right and head back up the dock. Then take the next right and walk across the plank.



Both Dockers on these docks attack immediately, and there's a Thames Monster waiting in the background.



Take your time and be patient. Attack them one on one to take them out, or use weapons from the inventory.



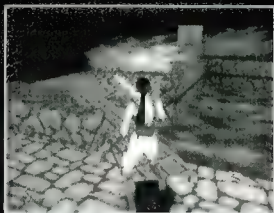
After the Dockers are gone, kill the Thames Monster.



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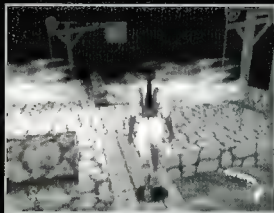




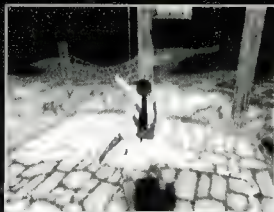
With the option of two docks ahead, take the first one on the right. Totally explore this area before going on.



Walk down the dock and cross the first plank to the right. It leads to the stack of crates where the Pistol was gotten earlier.



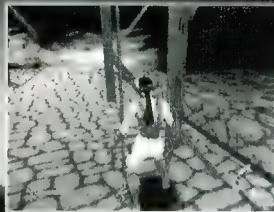
Return across the plank and turn to the right.



Kill the Thames Monster here, then go across the plank.



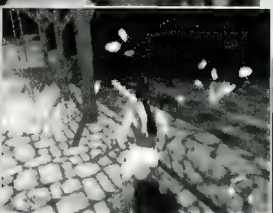
On the other side are crates hanging from boom arms. They're especially visible if you jump up on the low stone walls.



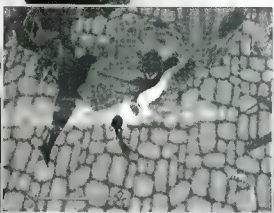
Hitting the ropes beneath the crates knocks them into the water.



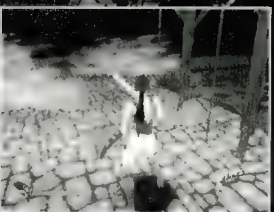
Keep going forward and kill the Thames Monster around the next corner.



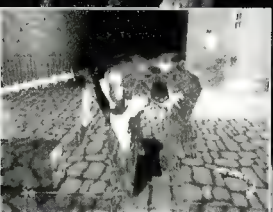
Cross the plank over the water with the floating barrels. Shooting one of them will reveal that they are explosive.



Continue across the plank. A Docker and an Insect host the welcome wagon on the other side.



Kill them, collect the item that is left, and return to the boom arms to see more barrels floating out in the river.



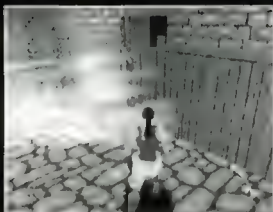
Turn to the left and head for the dock. But look out for the Thames Monster hanging out here. Kill him.



Cross the plank and take out the Docker as well.



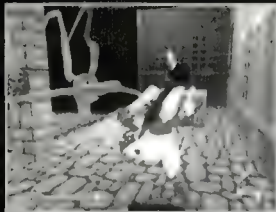
QUEEN WHITE DOCKS



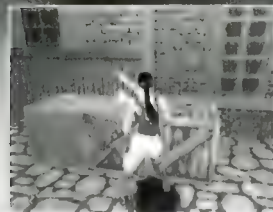
Look closely, and you'll see that there are two possible avenues ahead: On the right is a plank, and on the left is a flimsy wooden barricade.



Break down the barricade.



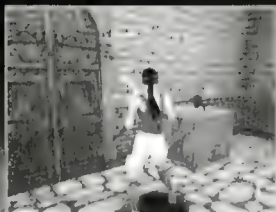
On the other side is a Thames Monster guarding a bridge as well as Red and Gold Energy Orbs on crates to the right.



Kill the Thames Monster. Then grab the Orbs.



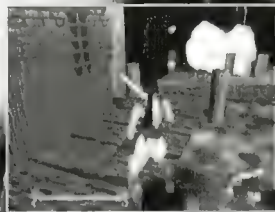
Cross the bridge, dodging the hoists, and jump to the other side. Then take the Extra Life, Pistol, and Torch from the crate there.



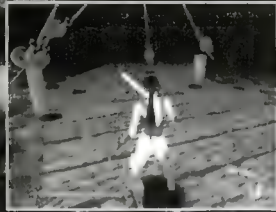
Jump back through the hoists across the bridge and turn left to take the next bridge in this location.



Halfway down, spot the exploding barrels ahead.



Roll the exploding barrels into the Thames Monster by hitting them.



Turn the corner and run across the next bridge, dodging the hoists.



Kill the Insect on the other side and take the item it has.



When the Docker drops down, kill it too, and take the item it has. Then run for the archway to the right.



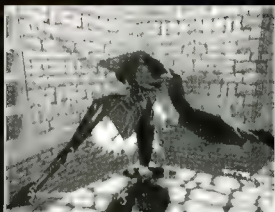
Cross the dock here and knock the hanging net out of the way. A Docker is on the other side.

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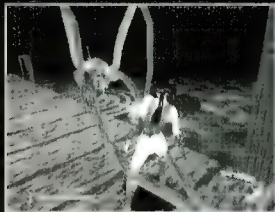




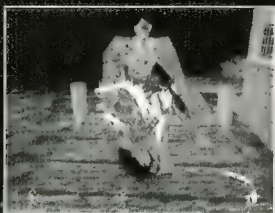
Leap across the water and kill the Docker. Then take the Torch.



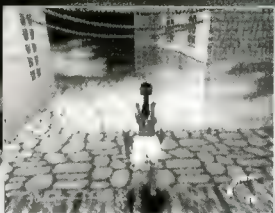
An insect flies down, so kill it as well. And take the Red Energy Orb from the niche in the back.



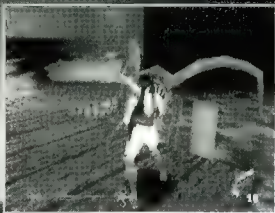
Cross the next two bridges and attack the Thames Monster on the right.



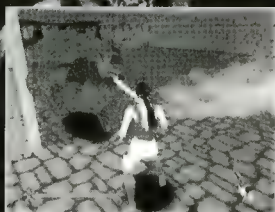
Turn to follow the bridge, and a Docker will drop from above.



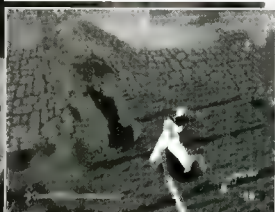
Ahead, Adam Crowle runs to the left, racing by the Thames Monster waiting there.



Kill the Thames Monster and continue down the bridges.



On the other side, turn left and start through the archway. When the tremors start, duck back until the falling rock clears.



Jump up and kill the Docker. Then take the item it leaves behind.



Up ahead, another Docker goes on the attack. Kill it; then wheel and shoot the Thames Monster to the right.



Cross the bridge to reach the ship and end the level. Save your game and continue.

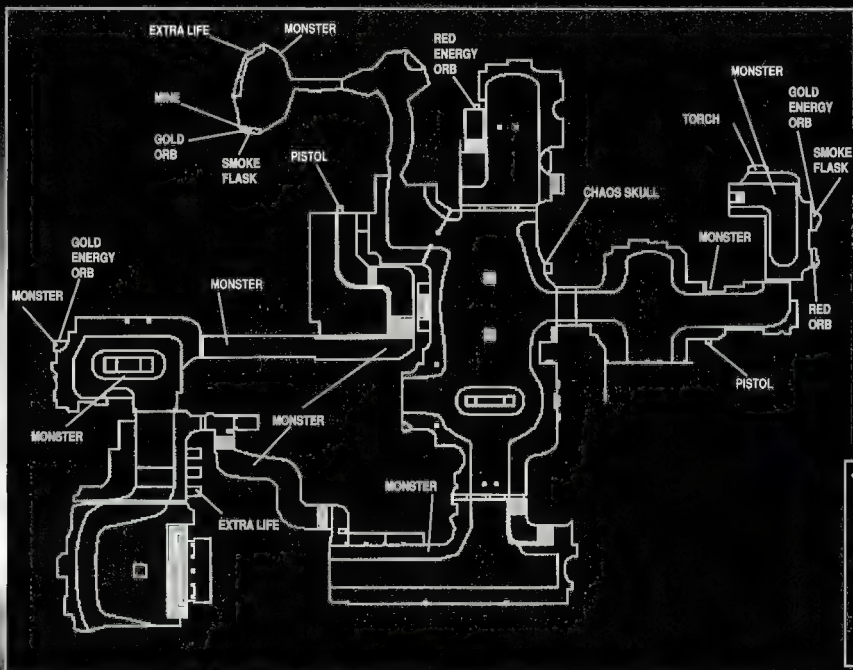
Crowle! Has Struck Again! You Find A Dead Body On Crowle's Abandoned Boat. Burned Papers On Board Indicate Than An Adam Crowle Had Substantial Real Estate Holdings Recorded At A Local Bank. Your Next Destination: The Bank Of England To Search For Clues!

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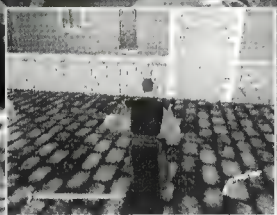
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Tip

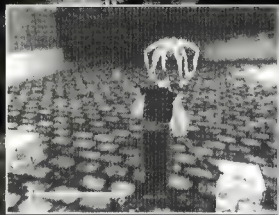
Nadia's Combo on this level is the Back Flip Kick: B,B,B,A,
 ↑ + A. Ignatius's Combo is the Windmill Slam: A,A,A,B.



Immediately go over to the right and around the low stone wall.



Race to the back and smash the window there to claim the Red Energy Orb.



Run back out into the center of the courtyard to kill the Flesh Zombie there.

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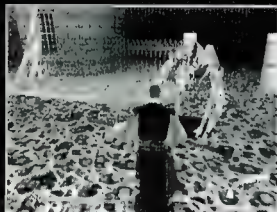




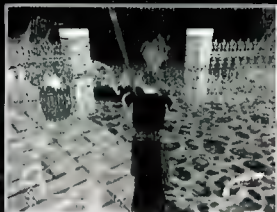
Proceed to the gate and break through into the courtyard beyond.



A Spider drops off the lamp ahead.



Kill it; then turn to the right. Two more Soldiers come out of the area.



After you've killed them, go through the gate.



There is a lever in this direction that needs to be accessed before some of the other areas can be reached.



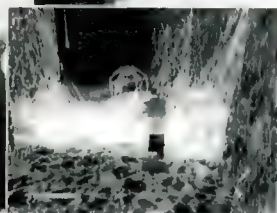
Ignore the barrels at this point. Shooting them gains nothing.



Ignore the steps as well.



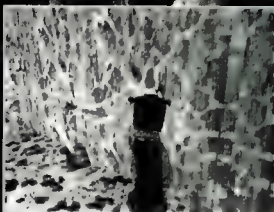
Go right into the spider-webbed entrance.



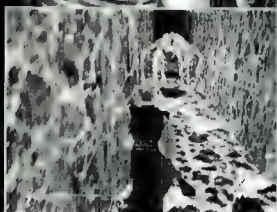
Two Spiders attack immediately.

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Tip
Don't worry about finding the first gate at this point. In order to go through this level efficiently, patience is more than a virtue.



Kill them, then move further back into the chamber and trip the first lever on this level.



Instead of leaving, proceed deeper into the Spider nest.

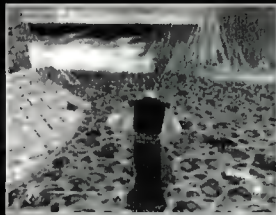




Kill the two Spiders that attack, take the item one of them leaves, and raid the nest. The list of acquisitions should include: an Extra Life, a Spike Mine, a Smoke Flask, and a Gold Energy Orb.



Leave the Spider nest. Outside, go left into the big courtyard where you entered through the main gate.



Bear to the left to find the huge archway ahead. Break the window on the left to reveal the Chaos Skull. Take it.



Go through the archway, then back up when the tremors start. Wait until the falling rocks stop. Then go on through.



Hug the wall to the right. Ahead, a Werewolf eats a corpse on the street.



Attack the Werewolf and kill it, but beware, as a second Werewolf joins in. Put them up against the wall when the chance comes and use it to your advantage. One of them gives up an item.



Cross back to the initial wall and take the Chaos Skull from the window where the second Werewolf jumped. Keep the wall to the right and follow it on around.



Kill the Faceless Man that attacks and keep going.



Further back, two exploding barrels sit in front of a wall. Set them off and blow a hole through the wall.



Then go through as well.

UML

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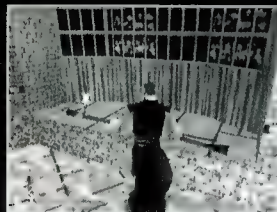
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Shatter the window on the right and take the Red Energy Orb.



Continue on, with the wall to the right. Kill the two Spiders that boil out of the fog and get an Extra Life as a return on the investment.



Then continue on around the courtyard breaking windows. Find a Gold Energy Orb, a Smoke Flask, and a Torch in them.

Tip

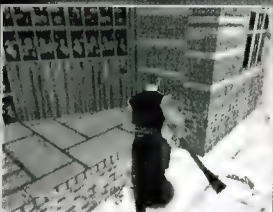
Keep the wall on your left while going through this courtyard. Kill everything in this area to get the monster quota for this level. There are Spiders and Faceless Men roaming around; some of them have items.

Do not go past the archway with multiple arches. Break the area into workable grids.

Once you've been through this area without finding anything further, go up the steps beside the multiple arches at the back.



And hit the second lever at the back of the courtyard.



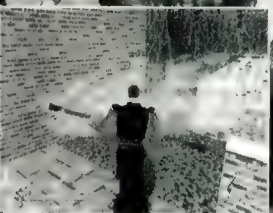
Return through the hole blown in the wall, all the way to the archway where the falling rocks were. Then go to the left.



Kill the Zombie and the Faceless Man, and take the item.



Kill the Spider on the other side and get an Extra Life. Another Spider comes out of the webbed area ahead. Kill it; then enter the webbed area.



Enter the Spider nest and look out for the falling rock. Kill the Spider and take the item it has. Another place with falling rock waits ahead, so duck back when necessary.



At the other end of the nest area, turn right and find the Weapon Upgrade floating on the other side of a small fence.

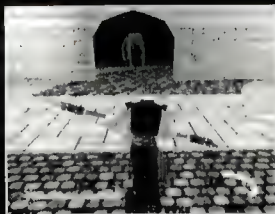


Normally, the first gate, opened by the first lever, would bar the way. But you have already opened it.





Leap over the fence and take the Upgrade. Then leap back over the fence and go to the right. Before finishing the level, track down the rest of the monsters.



But, hey, if you've had it with monsters and levers, go to the left and finish the level without going to the right.



Run back through the Spider nest as fast as possible. It is necessary to cover a lot of ground to get to the next destination without dying.

UD

Tip

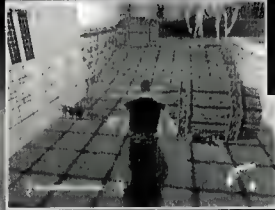
If you are running low on lives in spite of the guide, opt for the easy ending. If you live for the adrenaline of the challenge, follow me! Nothing ventured, nothing gained.



At the other end of the Spider tunnel, keep the wall to the left. Run the whole way. If all the earlier monsters in the courtyard are really, truly dead, this run is cake except for the blue energy bar.



Run all the way back to the area where the first Spider nest is and the first lever was tripped earlier. Don't go into the nest. This time take the stairs down beside the exploding barrels.



Follow the passageway around. At the second set of steps (these go down too), be aware that two barrels come tumbling down to catch the unwary.



Wait until the barrels go by to go up the stairs and attack the Spider that rolled them. Take the item it leaves behind.



Go up the stairs ahead and follow the passage around until it dead-ends with exploding barrels.



Kill the Spider on guard here and take the item it has.

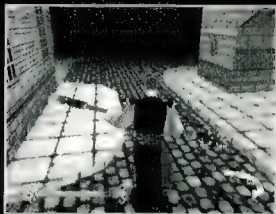


Shoot the barrels, wait until the dust settles, and go through the break in the wall.

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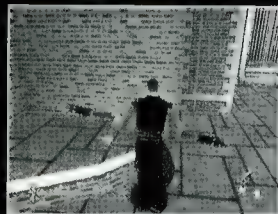
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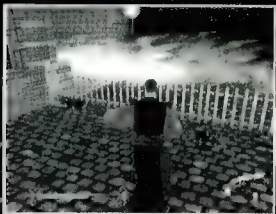
Kill the two Zombies on the other side. But beware that they don't set you up for the Faceless Man with the knives. Kill him as well. Then take the item he leaves behind.



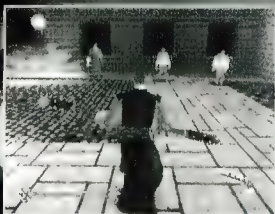
Keep the wall to the right and go around the area. Kill the Zombie that jumps out ahead.



Then take the Gold Energy Orb from the vacated window.



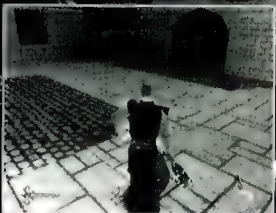
With the wall on the right, continue going forward until a low wooden gate blocks the way ahead. Chop it down and go through.



Continue with the wall to the right. Further down, the sound of breaking glass fills the air. Turn to the left to engage the two Zombies and the Faceless Man that stumble out of the windows across the street.



Kill them. Then raid the windows for the Red Energy Orb.



One of the Zombies gives up an item as well. Keep the wall to the right.



Further up is the second gate that was opened up by the second lever. Go through.



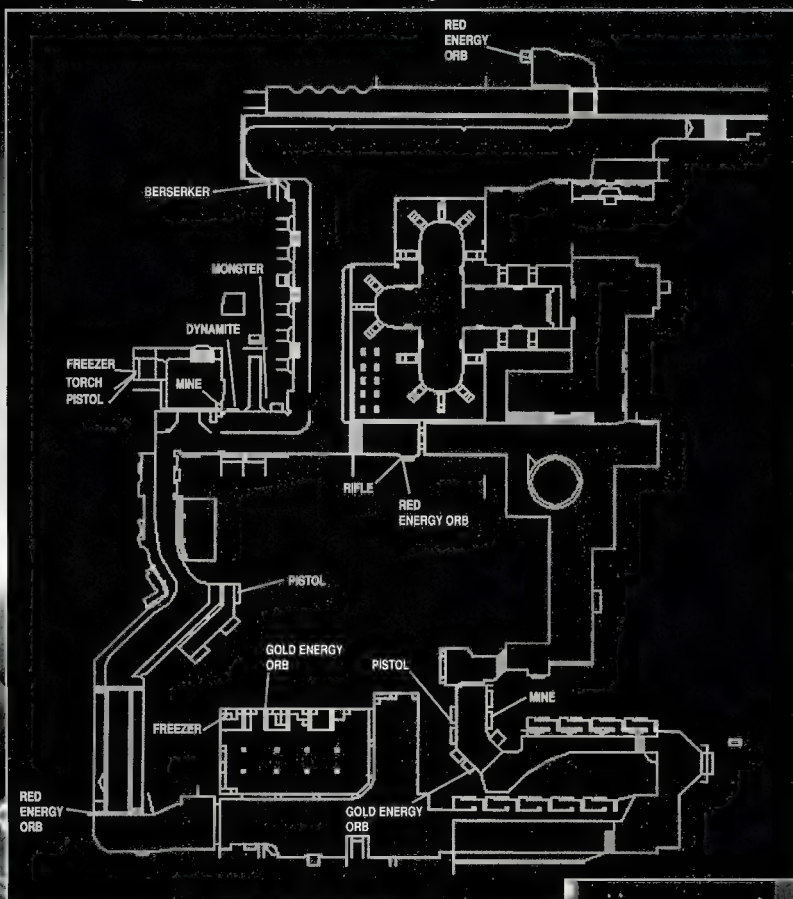
Circle around the courtyard with the wall to the right. Nothing is here except the Bank of England. Smash the doors open and go inside to end the level. Save and continue your game.

There Is Blood
Everywhere. Crowled
Obviously Got Here
First And Made His
Withdrawal. Follow
the Trail of Blood!



SMITHFIELD

SMITHFIELD



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Turn to the right and take the Red Energy Orb sitting out in the open.



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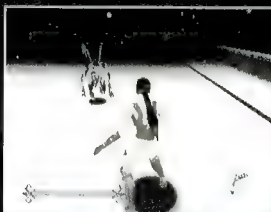
Tip

As Nadia, your kicks are your best offense on this level. Ignatius seems to do the best with the staff. Try not to allow the Gargoyles to swarm you.

Nadia's Combo is the Sever Slash: ↑, B, A. Ignatius's is the Crescent Kick: B, A, A.



Then cross the small bridge ahead and follow the blood trail through the snow.



Only a short distance ahead, you will encounter a Gargoyle and quickly learn that these can be hard to beat. They possess the ability to break from a battle and circle around.



After killing the first Gargoyle, another immediately shows up to take its place. Welcome to the battlefield with a large Gargoyle.



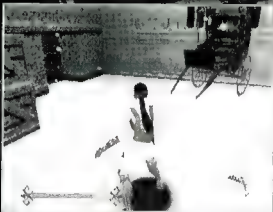
Kill the Faceless Man that joins in at the intersection. His twin comes right after him.



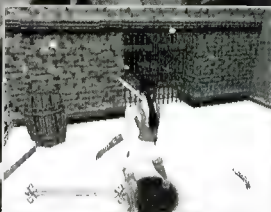
Break out the window on the right of the intersection and take the Berserker there. Keep the wall to the right and keep moving forward.



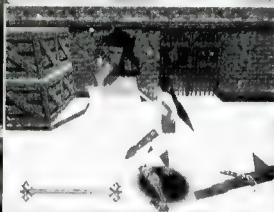
A Werewolf jumps through a window ahead, but it goes down quickly before your main weapon. Notice that the blue energy bar drains incredibly fast on this level.



Ahead, a broken carriage lists in the corner of the street. To the left of it is an exploding barrel and a doorway.



Approaching the doorway drops a heavy iron gate into place.



Shoot the barrel and go through the hole that opens up in the wall behind it.

Tip

Make certain you have a Pistol at this point. Pistols are important from time to time, and you can't survive without one.

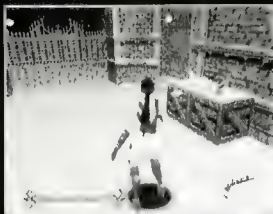
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SMITHFIELD



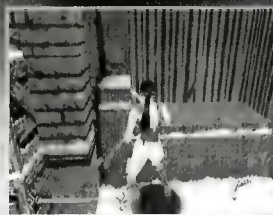
Take the Red Energy Orb and the Rifle inside. Then retreat back to the street.



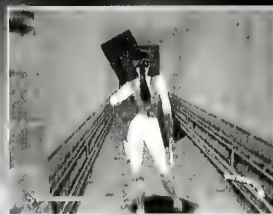
Follow the wall on the right. Then beat the window to break it.



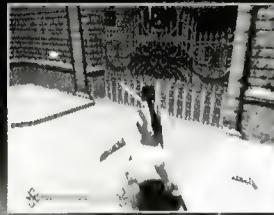
A Werewolf rips through the door on the right ahead.



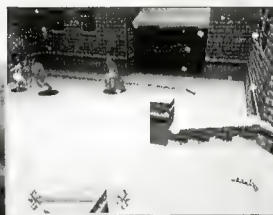
Kill it. Then break the window on the other side to get the Dynamite.



Trying to get into the door only leads to a dead-end. So return to the street and turn to the right. Continue on until you reach the wrought-iron gate on the right.



Break the gate open, but dodge back quickly because falling ice spikes do severe damage.



When it is clear, enter the courtyard and kill the Werewolf inside. Also eliminate the Faceless Man that joins him.



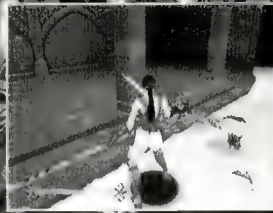
Search the courtyard to find the Spike Mine on the crate. Break the window and take the Freezer, the Pistol, and the Torch.



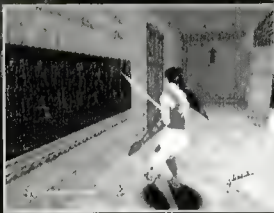
Run back to the street and go to the right. Follow the blood.



The path you follow will quickly intersect that of a Faceless Man and a Gargoyle. Kill them both and continue on your way.



Time is of the essence, so don't bother searching the building to the left. Continue on.



Search the next building and break the window on the left to get the Pistol there. Then keep going. This is a level that has to be hustled through to be completed within the time frame allowed.

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Ahead, there's a hard-to-see door on the right side of the street.



Break inside, kill the two Werewolves, and take the Red Energy Orb at the back.



Cross the room to the left side and break through the wooden door.



On the other side of the door, turn left and whack the wagon sitting there to send it into the wall ahead. It explodes on contact, blowing a hole through the wall.



Go through the hole.



Turn left and go through the archway.



Kill the Faceless Man who attacks.



Continue on to the back of the warehouse and check the stalls. Two Werewolves attack instantly.



The stalls yield a Freezer and a Gold Energy Orb.

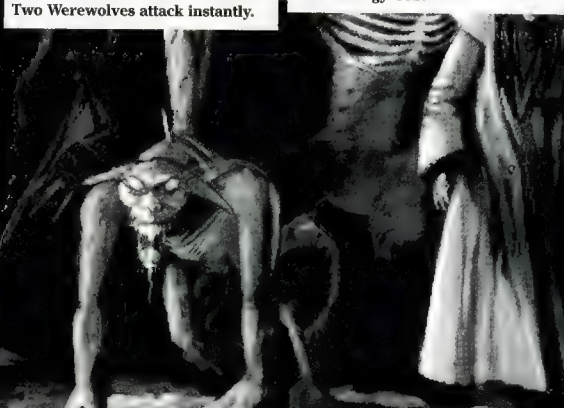


Return to the street and follow the blood path. Kill the Gargoyle, followed by the Faceless Man and the Werewolf.

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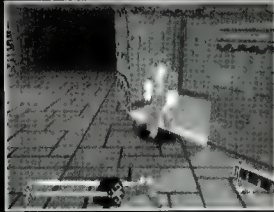
SMITHFIELD



Keep following the trail, but be careful of falling ice at the first sharp left turn. The tremors give plenty of warning.



A Gargoyle attacks from the top of the stairs ahead. And a Faceless Man comes on his heels.



Keep following the alley. Another Faceless Man jumps from a window on the right. Kill him. Then break open the window just after him to claim the Spike Mine hidden there.



Break out the other windows to get a Gold Energy Orb and a Pistol.



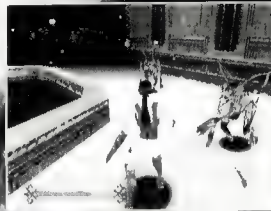
Exit through the archway, but be aware of the falling ice as the ground trembles.



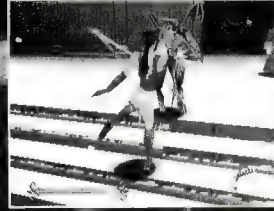
Keep going, following the passage to the right. Then kill the Werewolf around the next corner.



Near a broken-down carriage, a Gargoyle claws its way up from a frozen pool and instantly attacks.



Eliminate this Gargoyle. Then turn the corner to the right and eliminate the one there as well.



Go up the steps and kill the Gargoyle on patrol there.



Farther on, two Faceless Men put up a fight. Kill them and go to the wrought-iron gate on the left. Hit the gate to end the level. Save your game and continue.

The Trail Disappears Into An Abandoned Church. You Hear The Sound Of Something Large Moving Around Inside!



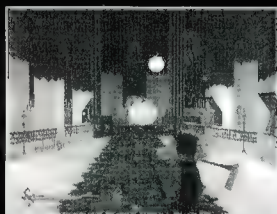
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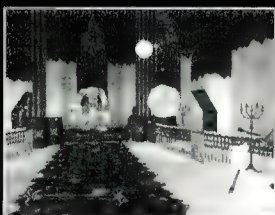
SNOWMAN



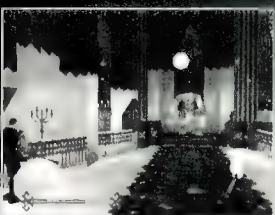
He attacks in flurries and big, big snowballs.



Stay out of his way! The C Pad on the Controller is awesome for this!



Move around to gather the four Dynamite Sticks from the cabinets at the sides.



The second stick. And it has a Red Energy Ball to go with it. Get them both.



The third stick.



The fourth stick.



Get close enough to the Snowman that the Dynamite's concussive blast touches the barrels.

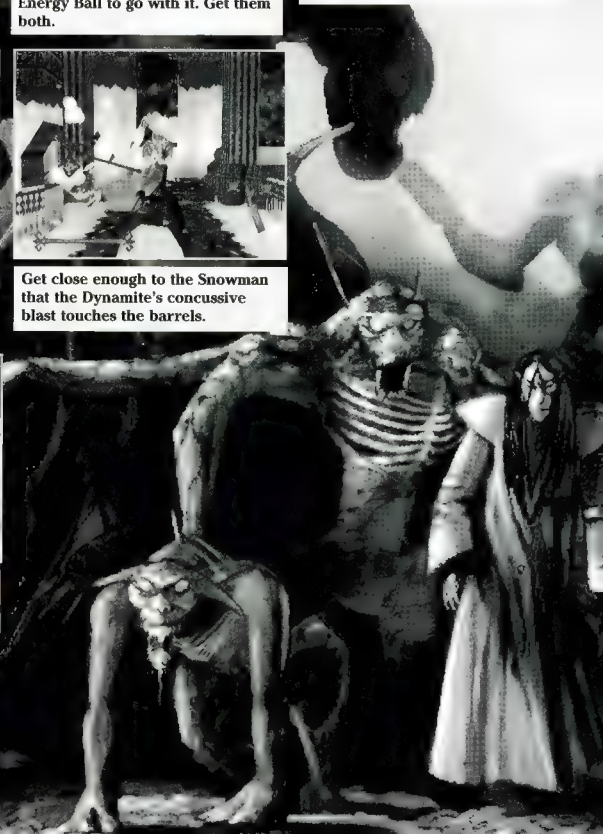


Blow up the exploding barrels around him. It takes two Dynamite Sticks to each side.

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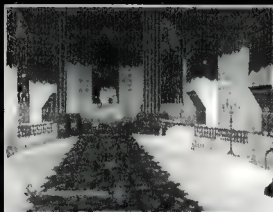
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SNOWMAN



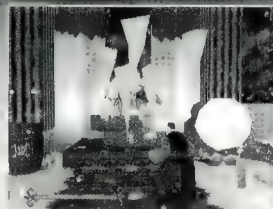
You can even throw from this far back, and it will still have an effect.



Once you have thrown the initial four Dynamite Sticks, two more, for the last two barrels, will appear in the front cabinets. The first ...



And the second.



Every successful explosion rains stones down on him from above.



Hit him enough, and he dies. But if you get too close, ice spikes fall down, and you die as well.

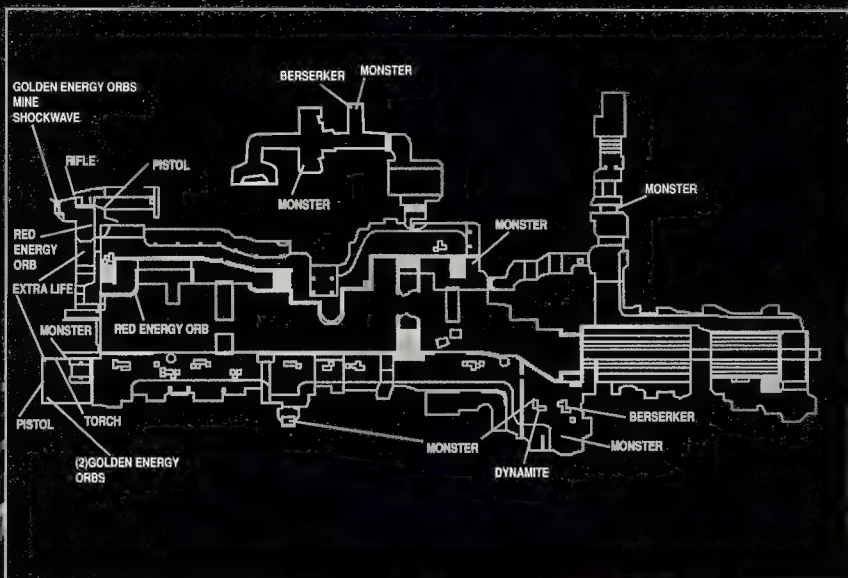


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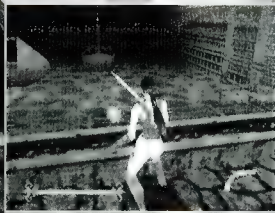
REGENTS CANAL



Crates block any forward progress, so turn around and head the other way.



Pick up the Red Energy Orb on the railing, but watch out for the Thames Monster.



Look to the right and spot the landing below. The gate there will come up once the lever is found to raise it.

Tip

Ignatius's Combo for the level is the Hammerhead Crush: A,B, C (L). Nadia doesn't have one.

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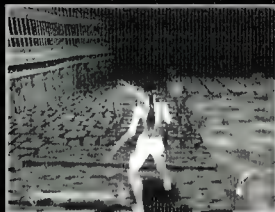
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REGENTS CANAL



Kill the Thames Monster and head down the dock.



At the first right turn, dodge to the right to let some barrels go rolling by.



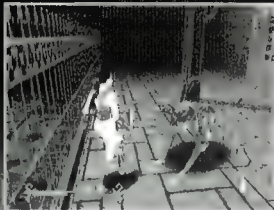
Continue forward, but go again to the right to kill another Thames Monster at the end of this second pier.

Caution

A jump across the broken pier here is possible, but wait until further exploration is done on this side. There are lots of items to gather.



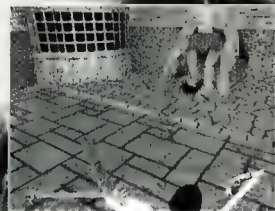
Back on the main dock, go up the steps and kill the Docker at the top. Be careful not to get under the falling boards, though.



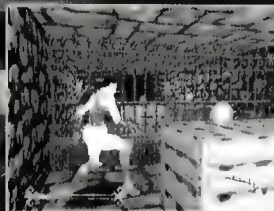
At the top of the stairs, turn left and follow the passage there. A Rat attacks you at the third pillar down.

Note

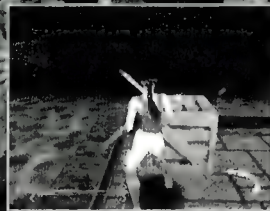
Here are some more useful items through the iron bars of the window, beyond the crates where the Spike Mine is. First, though, you must find a way to get to them. The map indicates they are pretty much in the general area of the landing spotted earlier. So after finding the lever that will open the gate there, the items will be free for the taking.



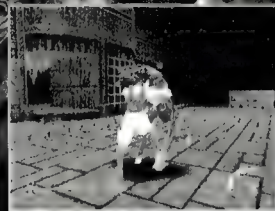
Beware of the Docker that suddenly explodes from the wall. Beat him down.



Smash the window to get the Pistol. Then enter the hole to get an assortment of items: a Gold Energy Orb and a Rifle in one place and a Spike Mine in the other.



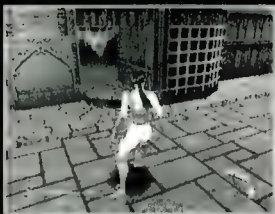
Leave these rooms. Return to the area where you fought the Docker in the middle of the falling pillars, after he rolled the barrels down. Don't forget to raid the crate with the Gold Energy Orb in it just on the other side of that ramshackle building.



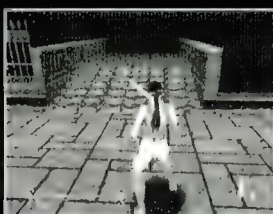
Keep going straight, keeping the wall to the left. Kill the two Rats ahead.

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Take a quick look and find the doorway the Rats came out of. For the moment, pass it by and keep heading straight, with the wall to the left.



Don't take the bridge here, either.



Take the next set of steps going down to the right and kill the Docker there. Then take the item *the Rat*.

Tip

The best strategy here is to keep the Dockers in a line, one behind the other, so they can't mass up on you. It can be tough, but it can be done. This will help cut down on the damage you take, as well as the overuse of inventory items.



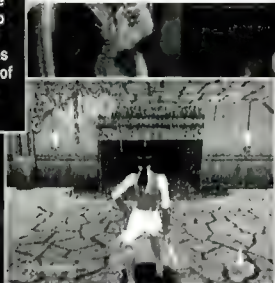
Return to the Rat door and enter.



Inside this area, three Dockers keep watch over each other.



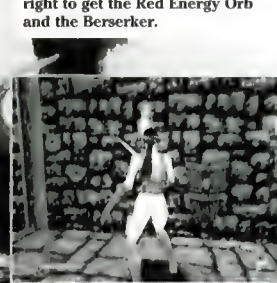
Kill the Dockers one at a time. Then take the hallway to the right to get the Red Energy Orb and the Berserker.



Leave this short hallway and turn right. Be prepared as a Rat will run in and attack.



After killing the Rat, take the item it leaves. Then enter the open archway here, following the stream of water.



It leads to the lever on the back wall.

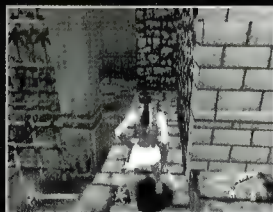


Hit the lever. It opens the Iron gate at the landing near the beginning of this level. Then hoof it back there as fast as possible.

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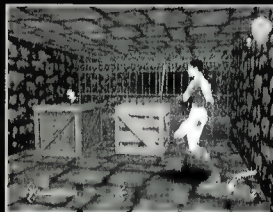




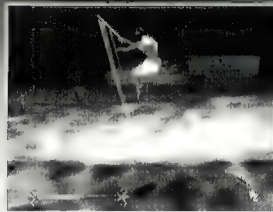
Arriving at the landing, note that the gate has risen out of the way.



Leap over the low stone wall and follow the path into the room.



Take the Extra Life and the Shockwave. Then beat feet out of this room and back to the second pier on the right.



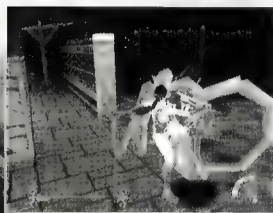
Leap across the river from one broken end of the pier to the next.



Jump across the river and turn right. Attack the Docker here immediately, replenishing the blue energy bar.



Smash the crates here to get the Dynamite.



Keep going to the right through the crates. Ahead is a Thames Monster.



Kill the Thames Monster and go through the crates again. A Rat attacks near the railing. Make sure it doesn't have a chance to push you over the edge into the water.



To the right of the lamppost ahead are two exploding barrels. Set them off with a Pistol if you have one, and blow a hole in the wall.



Enter the room and kill the Rat that guards the items. Take the Rat's item as well.

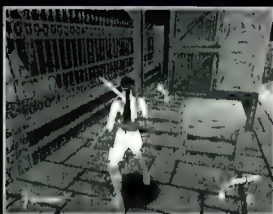
REGENT'S CANAL

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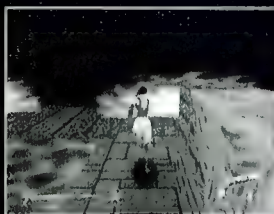




Two Gold Energy Orbs are on a shelf ahead. To the right are a Torch, an Extra Life, and a Pistol behind wooden bars. Break the bars and get the items out.



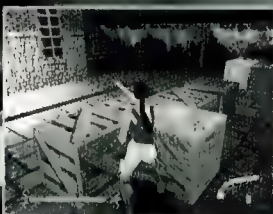
Leave the room and go to the left. Then smash open the crates there and get the Rifle.



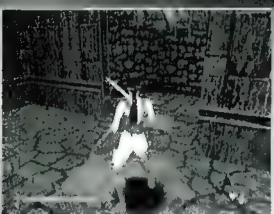
Now turn and start back outside the room. Outside, keep the wall on the right and hurry along.



Don't stop until the Rat near the intact item crates is face-to-face with you. Then kill the Rat and the two that follow.



Smash the crates and get the Gold Energy Orb. Then continue, keeping the wall to the right and the river to the left.



Further on, a Docker smashes through the wall and attacks.



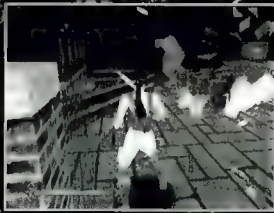
Ahead, a bridge stretches across the river under an archway.



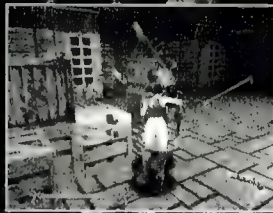
Cross the bridge and attack the Docker guarding the lever here.



Look through the gate and spot another Docker standing behind a mass of exploding barrels. Then hit the lever.



Go through the gate and shoot the exploding barrels with a Pistol, killing the Docker.



When the debris and destruction calm down, kill the Rat that's also in this area and take its item.



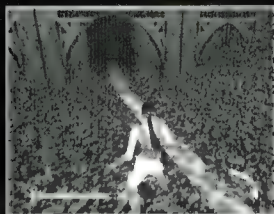
Then go inside and break open the crates there. From the crates, you should acquire the following: a Berserker, a Pistol, a Gold Energy Orb, a Shockwave, and Dynamite. If not, you didn't smash enough crates.

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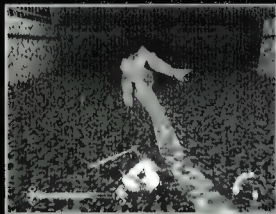
REGENT'S CANAL



Walk down the bridge into the canal that drained when the lever was hit.



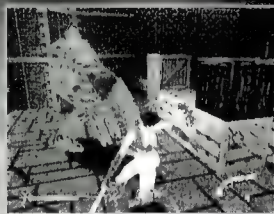
Down in the canal, run through the arches of the first bridge.



Approaching the second, notice the Docker up on top of the bridge.



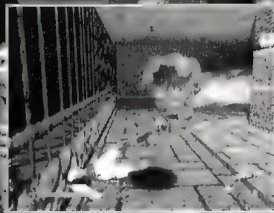
Turn right before you reach the second bridge and go up the steps. Next, go to the right and kill the Docker there. Then smash the crate to get the Red Energy Orb.



Go back to the top of the stairs. Turn left and attack the Rat lying in wait here. Kill it; then kill the Docker.



Follow the passageway here on around to the left. Kill the Rat that charges to attack.



Only a little farther on, another Rat/Docker team lies in wait around a corner to the right. Eliminate them, along with the other Rat that follows on their heels.



Walk under the next archway and kill the two Rats that drop down from above.

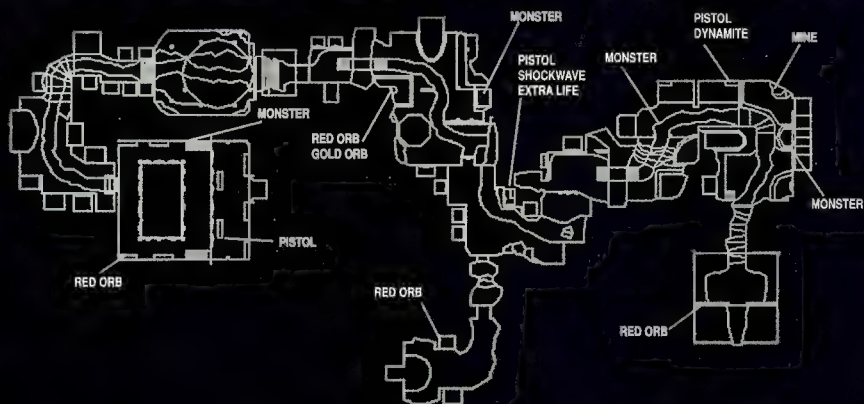


Continue walking through the archways to reach the end of the level. Save your game and continue.

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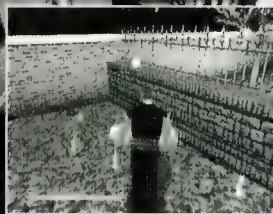


LONDON ZOO



You Find Yourself At
The Gates To The Zoo.
Strange Lights Flash On
And Off In The Museum
At The Far End.

Make Your Way To
The Museum. Perhaps
Adam Has Arranged A
Welcoming Committee.

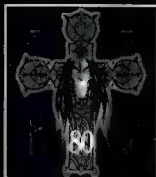


With the lightning ripping ragged wounds in the sky, the zoo probably isn't the best place to be chasing Adam Crowley. Walk to the left and take the Red Energy Orb from the low stone wall there.



Then enter the zoo proper.

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LONDON ZOO

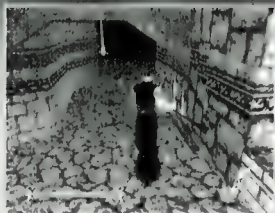


Once in the inner courtyard, the gates lock, barring any exit.



Ahead, a small wooden building explodes as you approach, and a Flesh Zombie comes out. Kill it and descend the stairs into the main entrance.

Tip
Ignatius's Combo for this level is the Cyclone Leg Sweep: B,B,B.A. Nadia's is the Wuthering Slice: A.A, ↓+B.



An iron gate raises ahead with a litany of squeaks. But keep moving forward.



At the other end of the entrance, exploding barrels are to the left. The stone path continues on ahead.



Continue down the path. A Flesh Zombie breaks through the wall ahead and to the right. Kill it and take the item it carries.

Tip
This Flesh Zombie will entice you into following it between the cages, where a Banshee will join in the fun as well. If you can handle both, go for it. Otherwise, make it come to you on your terms.



Enter the hole in the broken wall. Then turn left and keep going.



Take another left and grab the Spike Mine from the big rock on the right side of the room.



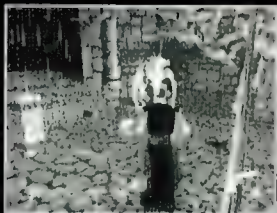
Go back outside and keep following the path. The cage on the right has a hole in it that indicates how weak the structure is. Simply hit the area and shatter an even bigger hole.



Step through and take the Dynamite.

Nightmare Creatures 64

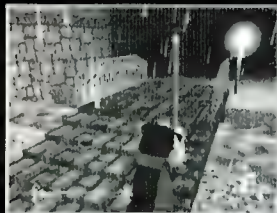




Ahead, a Flesh Zombie breaks out of its cage. Kill it.



Now look back along the trail. A lever is on the wall to the right.



Hit the lever and go through the gate to the right and across the bridge. A flying Banshee attacks as lightning touches the ground and chops down a tree on the

Tip

Jumps—aaarrrghhh!
It's all in the hands.
Don't keep your fingers on the buttons for too long.
And always jump the shortest distance across!



Kill the Banshee and enter the wide door to the left into the cage area.



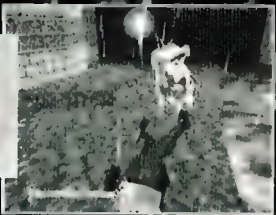
Once inside, a Spider drops down. Kill it.



Walk close to the edge and gauge the leaps necessary to make it across the water.

Caution

Dynamite and Torch weapons don't work in this mud.



Leap across the water and kill the Spider on the other side. Then kill the one that tries to break free of its pen as well.



Go back to the webbed entrance and go inside.



Kill the first Spider when it drops down. Then go further back into the nest.



At the back, attack and kill the Spider that drops from the ceiling.

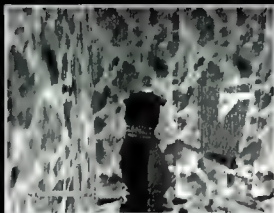
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LONDON ZOO

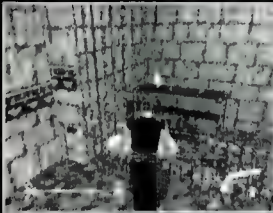


Go straight back into the cul-de-sac there and hit the lever. Come back out and turn left to get the Red Energy Orb from the ground. First, kill the Spider that defends it.

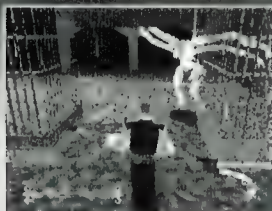
Then return to the main zoo area.



A Banshee screams down out of the sky and attacks.



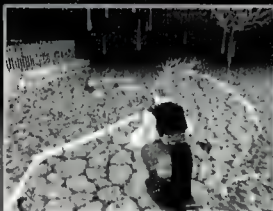
Slap it from the sky and keep on going, keeping the wall to the left. Look at the cage on the right and spot the Extra Life and the Shockwave.



Leap back across the stream and turn right. Keep going forward through the big gate ahead, which opened when the lever was hit.



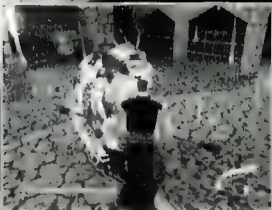
Kill the Spider that drops down to the right, but beware of the unseen water along that wall.



Follow the path around and watch as a bolt of lightning knocks down a tree to the left.



Look more closely and spot the Red Energy Orb and Gold Energy Orb behind the low wall.



Move forward. A Banshee attacks, followed by a Spider that breaks out of its cage. Kill them before making an attempt on the Energy Orbs.



Stand in front of the low wall and peer down into the water between this position and the Orbs.



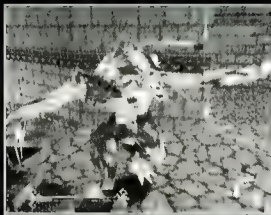
Miss the leap, and death is certain. So don't miss. Jump to the top of the railing and leap over onto the ledge to claim the Orbs. Then turn around and leap back to safety.

Nightmare Creatures 64





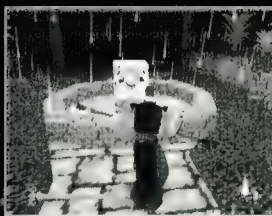
Turn to the left and keep following the flagstone path. Go across the bridge ahead.



A Flesh Zombie rushes in from the left. Kill it. There is nothing in the pens here. So keep going forward.



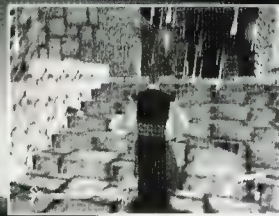
Take the stairs down and go through the door that opens at your approach.



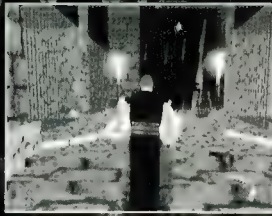
Ahead is a fountain surrounded by green grass and trees. Looks idyllic, doesn't it? Get ready to go on the defensive.



Near the middle of the room beside the fountain, listen for the sound of breaking glass overhead. Attack the Banshee and Flesh Zombie that drop down into the area.



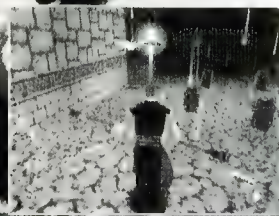
Kill the creatures; then go up the stairs at the back.



Two exploding barrels occupy the hallway ahead. Shoot them with a Pistol or set them off and duck back quickly. Otherwise, they blow up and cause a lot of damage.



Ahead of you, a Flesh Zombie breaks out of its cage and comes hunting. Kill it and keep following the trail. Then kill the Banshee that comes screaming at you.

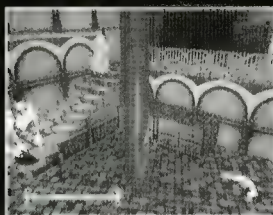


More exploding barrels loom on the horizon. Set them off as well. Then pass through.

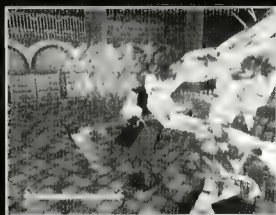


Kill the two Spiders that break out of their pens ahead. Turn left and go up the stairs into the building.

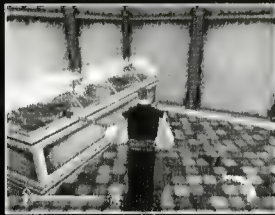




Adam Crowley continues his getaway.



Turn left and kill the Flesh Zombie there to get the Extra Life it carries.



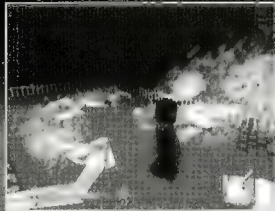
Don't go up the stairs yet. Go to the right side of the room and discover the Red Energy Orb under glass there. Break the glass to retrieve it.



Turn to the left and kill the two Flesh Zombies on guard there.



Go back and get a good look at the dinosaur exhibit.



Feeling destructive? Whack the dinosaur and watch it come tumbling down. However, only really fast reflexes will get you out of there without damage.



Take the stairs on the right. Then turn left and keep going until you come to the double wrought-iron doors on the right. Walk into them to end the level. Save your game and continue.

Crowley's Trap Has Failed, But He Had His Escape Planned. Beyond The Courtyard Lies The Path To Adam Crowley's Escape Route.

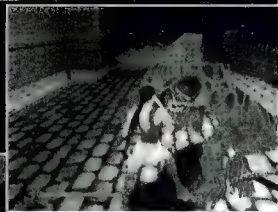
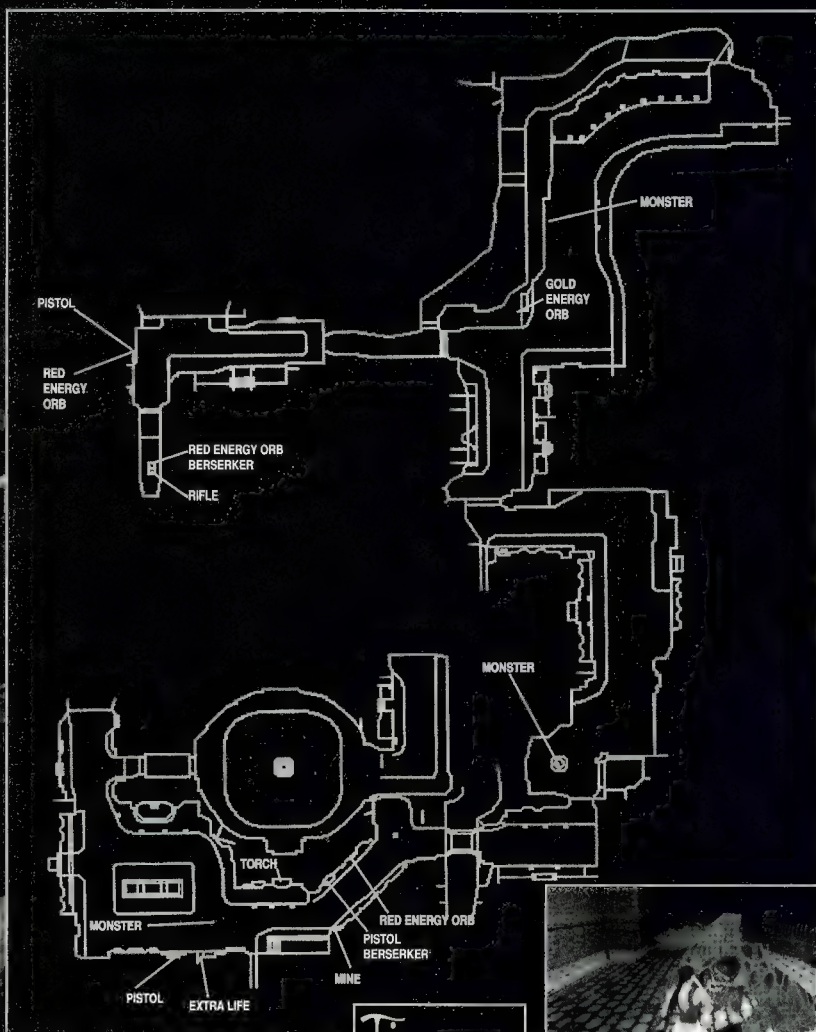


LONDON 700Z

Nightmare
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ST. MARYLEBONE



Tip

Nadia's Combo is Rising Fore: A, B, ↑+B+A. Ignatius's is the Judas Jack Knife: A, C(L), C(D).

This level is really tough. It's short, but the bloodshed and death are kept at a maximum.

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ST. MARYLEBONE



To get a leg up on the opposition, turn around and leap across the water to the crates in the alley there. Smash them open and claim the Red Energy Orb, the Rifle, and the Berserker.

Caution

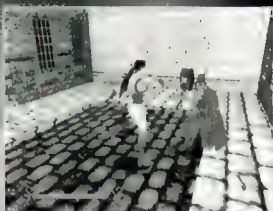
Make sure you save either the Pistol or the Berserker for later in the level. Near the very end, you will have to face three Gargoyles at one time. Unless you have an edge, you'll be history in a heartbeat.



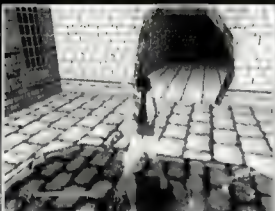
Leap back across the water and keep going forward.



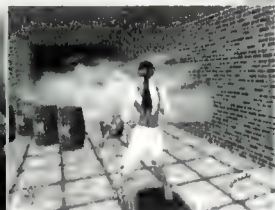
Break open the windows on the left to get the Red Energy Orb and Pistol here.



Then kill the Docker and the Faceless Man in the courtyard when they come calling.



At the other end of the courtyard is an exploding barrel. Shoot it with the Pistol to blow a hole in the wall to pass through.



Proceed down this tunnel cautiously because falling rocks are a real danger. A little farther on, a Docker stands in the midst of a bunch of exploding barrels. Set them off and get clear.



Finish off the Docker, if it's still alive, and keep going. A Faceless Man waits up ahead. It looks like jumping out the window is possible, but it isn't. Kill the Faceless Man and continue. But pay attention to the tremors at the other end and dodge when appropriate.



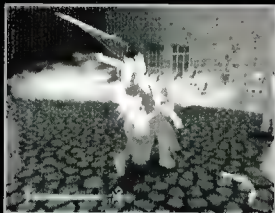
Asking at the door, turn right and go out. Then kill the Docker lying in wait here.



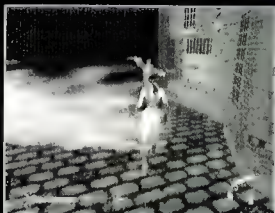
Out in the street, turn right and hurry along. The blue energy bar gets ruthless on this level.

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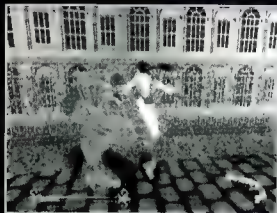




Nothing is in the windows in the building to the right. Keep going and kill the two Faceless Men ahead.



Before they even hit the ground, a third Faceless Man jumps out of the window ahead, exposing the Gold Energy Orb.



Before he goes down, a Docker joins in the fray. Kill them both. Then snatch up the Gold Energy Orb from the window and keep going forward.



It will look as though forward progress is blocked by a wooden barricade. Then a Docker smashes its way through. Kill the Docker and keep on going.



Go through the entrance here slowly. Another Docker shoves an exploding carriage into the wall. Dodge back to avoid the damage.



When fighting the Docker, try to contain it within this area. Put it up against the wall and beat it to death. If it falls back, it will get coverage from a pair of Faceless Men.

Note

A word about the strategy here. If you lure the Docker on a bit, you can get it to pull out of position. Keep it far away from the Gargoyle. Then you can kill the Docker without activating the Gargoyle until you're ready. When it does activate, force it up against a wall and wall on it until it drops.



Continue down the courtyard and watch out for the Gargoyle sitting on a pedestal out in the open. A Docker runs flanker for him. Kill them and keep going.



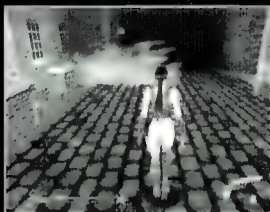
Proceed through the alley ahead and turn right at the corner if possible. A Faceless Man jumps out without warning. Kill him the same way as the Docker, giving ground so the Faceless Man can't bunch up with the Gargoyle at his heels.

Nightmare
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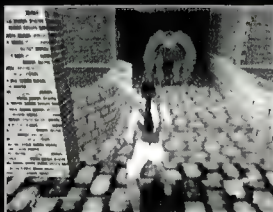


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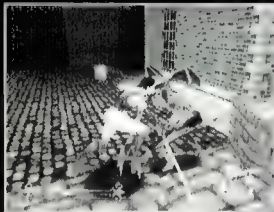
ST. MARYLEBONE



Go into the courtyard and turn right.



Cross the bridge and duck back as the Docker lumbers out of the shadow. Give ground and fall back into a position on the bridge. They can only come one at a time there. So hold them there and kill them one by one.



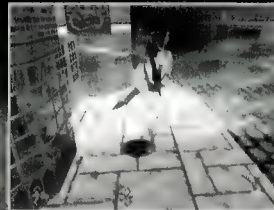
Take time to kill the Faceless Man and the Gargoyle as well. Killing Gargoyles is so much easier when there is a wall to work them against.



A lot of windows line the walls ahead. Smash them and grab the Red Energy Orb, the Berserker, and the Pistol on the right and the Spike Mine on the left.



Beware of the Gargoyle that leaps into the picture. Kill it and keep moving forward.



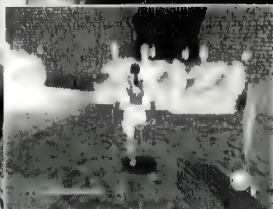
Another pair of Gargoyles puts in an appearance in the next section. Kill them.

Tip

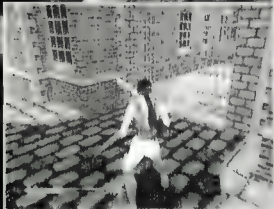
Remember to use the side-to-side move that will put you behind an opponent. This is the level where that all comes together for you. Use C(R) or C(U) to crawl in behind the creatures. Then pummel them to death as quickly as possible.



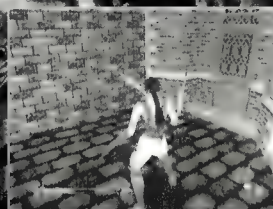
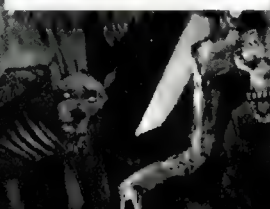
In the pavilion center, a Docker hangs out with three Faceless Men. Use the building against them, for cover and as a weapon to push them up against and kill them.



After they're dead, break open the windows along the wall to pick up the Extra Life and the Pistol.



Walk away in the opposite direction from the windows. An iron barred doorway is on the right.



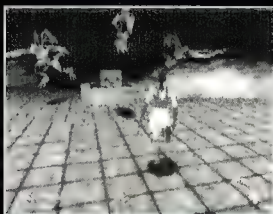
Pass the doorway for now and pick up the Weapon Upgrade ahead and to the right. Now return to the alley gate.

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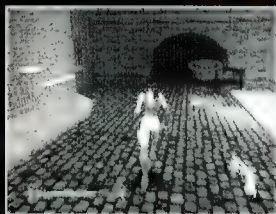




Go through it. But be careful about the falling rocks and keep on going.



This is the area where the three Gargoyles are encountered. Pull out all the stops to put them away because they are tough.



After they're dead, go through the doorway ahead and to the right to end the level. Save your game and continue.

The Carriage Driver Tells You Of A
Madman Who He Used To Take To
Bloomsbury. Could This Be Where Crowley
Keeps His Laboratory?



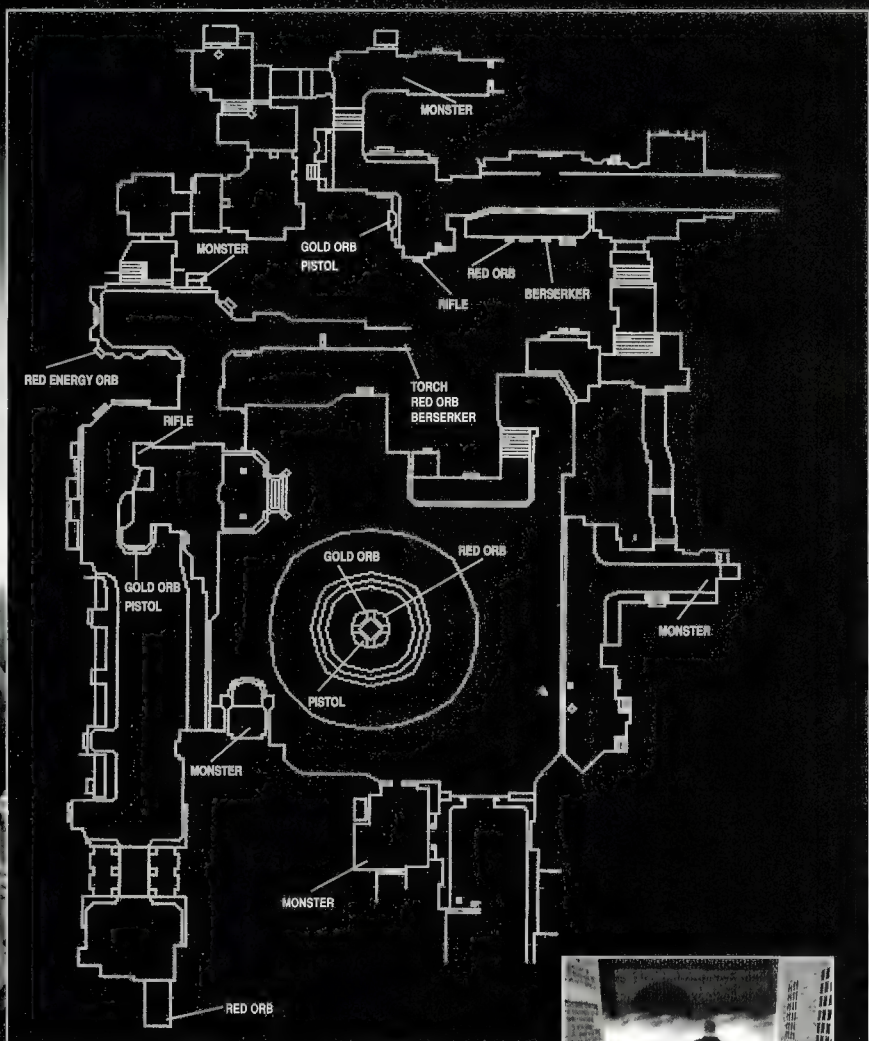
Nightmare
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BLOOMSBURY

BLOOMSBURY



Step out of the alley to greet the Gargoyle lying in wait to the left.



Nightmare
Creatures
64



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Tip

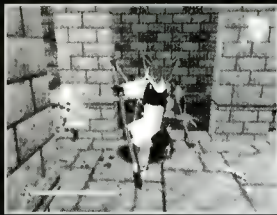
Nadials Combo on this level is the Feet of Fury: B,A,A,A. Ignatius Combo is the Spin Strike: A,B,A,B.



Kill it.



Turn right and head for the fog-wrapped columns. Look closely to spot the Gargoyle hiding in there.



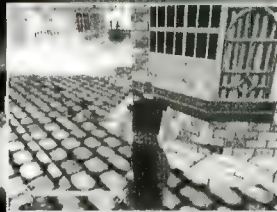
Use the columns against the Gargoyle, battering it at every opportunity. Then continue down the fog-shrouded street and encounter another one.

Tip

It is possible, of course, to simply run past the monsters if you're having a really hard time of it. This level can be extremely hard. With your Save function, you can always replay the level, after discovering everything ahead, to get a perfect score.



Again, strategy and maneuvering are everything. Put the creature in a tight area and keep swinging until it drops.



Once the Gargoyle is dead, go to the window ahead and break the glass. Take the Gold Energy Orb and the Pistol inside.



Go forward cautiously because another Gargoyle is waiting in the wings inside a window. When it jumps out, kill it and take the Rifle there. Then turn to the left and keep going forward.

Tip

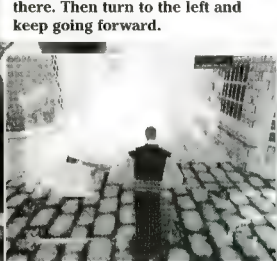
If you can, save the Rifle until the very end of the game. You're going to get intensely crowded there and probably be low on life. And the Rifle will drop everything in sight. Also, if you happen to have a Freezer left over from an earlier level, note that it has no effect on Hellhounds.



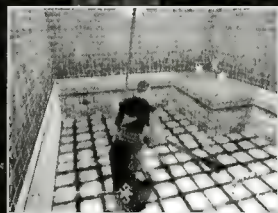
Another left turn brings up the first encounter with a Hellhound, as a wall to the right explodes out into the street.



They can be very hard to kill. But again, put it up against a wall and work on it. Do not follow it into the fire as it backs away.



Once it is dead, go to the fire and square up with it. Now run through the fire. And don't stop until the other end.



Take the Weapon Upgrade there, as well as the Berserker, the Freezer, the Torch, and the Red Energy Orb. Then run back out into the street.



Note

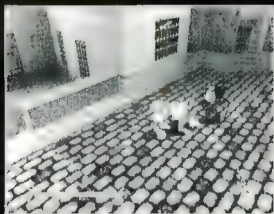
There is no way to avoid taking some damage here. But the rewards for doing it are great because the weapons come in really handy. Here's a good tactic if you're low on life and die. When you trigger your next life, run immediately through the fire, and you won't be touched. Of course, coming out is another matter. You're going to need a lot of lives or Red Energy Orbs to pull this one off!

Nightmare Creatures 64

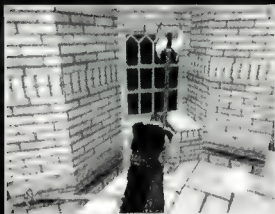


Rina's Official Strategy Guide

BLOOM & BURY



Continue down the street. The window to your right breaks open, and a Gargoyle jumps out. Kill it and take the Dynamite inside the window.



Ahead, a set of stairs leads to the right. Ignore it for now and continue forward. See the Red Energy Orb in the window here? Break the glass and take it.



Return to the steps and take them down. A Spider leaps out to attack at once.



Kill the Spider and turn around to find the lever against the wall where the steps are.



Hit the lever and go into the Spider nest beyond. Pay attention to the tremors and jump back to let the falling rocks pass by harmlessly.



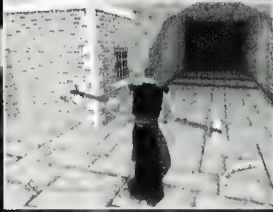
Kill the other Spider that meets you at the new doorway. The best strategy is to let the Spider come out, then use the Slide Left or Right function to get behind it and kill it quickly.



Proceed into the room, but watch out for more falling rock. Then follow the room around to the left, out into a courtyard.



A Red Demon flies down, breathing fire. He's relatively easy to kill, but the Breath weapon he has does a lot of damage.



Go up the steps and kill the Gargoyle that comes down to attack. Then enter the open doorway at the top.



A little further on, you encounter the second Hellhound on this level. Lure it back into the courtyard where the Gargoyle was, put it up against a wall, and exterminate it. Go through the doorway again. And take the Item.

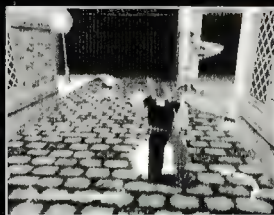


Nightmare Creators 64

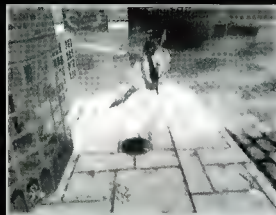




Turn to the left, just inside the doorway, and follow it down. Fire blocks the way.



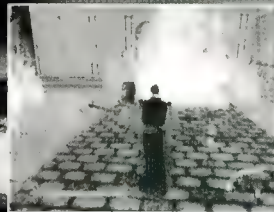
Walk back to the right and follow the steps down. A Gargoyle leaps from the building on the right. Maneuver around it and kill it. Then take its item.



Walk into the building it came from. Break the third and fifth windows to get the Red Energy Orb and the Berserker inside.

Caution

Approaching the barrels triggers attacks by a Hellhound and a Gargoyle. Kill them if the full credit for the level is desired. But avoid them if life expectancy is looking doubtful. There's nothing here. However, a Pistol about now really changes the looks of the situation in a hurry. Shoot the barrels. And enjoy the fireworks.



Keep going forward and discover the way is blocked by fire again. However, there are those exploding barrels here.



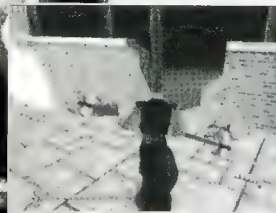
Turn to the right and go up the stairs. A pair of Spiders attack immediately. Try to get them split up, and take them on one by one for the best results.



Avoid the falling rock that drops down in the next tunnel ahead. Go on through when it is safe. But before the end of the tunnel is reached, a fiery breath erupts from the other end.



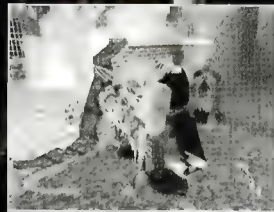
Approach slowly to avoid being blown up by the exploding barrel. Watch out for the Hellhound attacking from the right. A Spider keeps him company, so watch out for that as well. Kill them both.



The way to the left is blocked by fire, so go to the right. A fiery explosion is the greeting card left by the attacking Hellhound. Kill it, but make sure the battle doesn't go anywhere too near the fire.



Jump through the broken wall and enter the grassy courtyard beyond.



After all this urban brawling, a short tour through a park looks like just the thing.



Only this is no walk in the park. A Hellhound and a Gargoyle attack immediately.

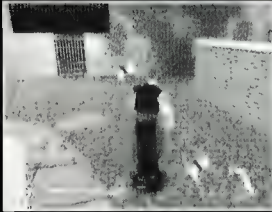




Head to the fountain directly ahead and kill the Gargoyle that jumps down.



Gather up the Red Energy Orb, the Gold Energy Orb, and the Pistol that are around the fountain.



Move around until the break in the wall is in view ahead. Then go left.



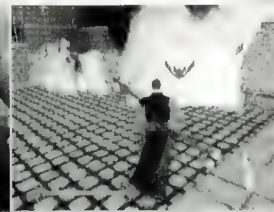
Find the open gateway leading into another grassy courtyard. Kill the Hellhound and the Gargoyle there and take the item left behind.



Leave the courtyard and turn right. Keep the wall to the right and break open the first gate.



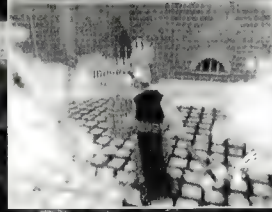
Go through and kill the Gargoyle there and take the item it has.



Walk into the adjacent courtyard. Now get out your best items in inventory to take on the Red Demons and Hellhounds that come pouring out of the flames.



This is where you use the Rifle! Clear the decks!



As they are dead, carefully thread a safe path through the flames and spot Adam Crowley making his escape ahead.

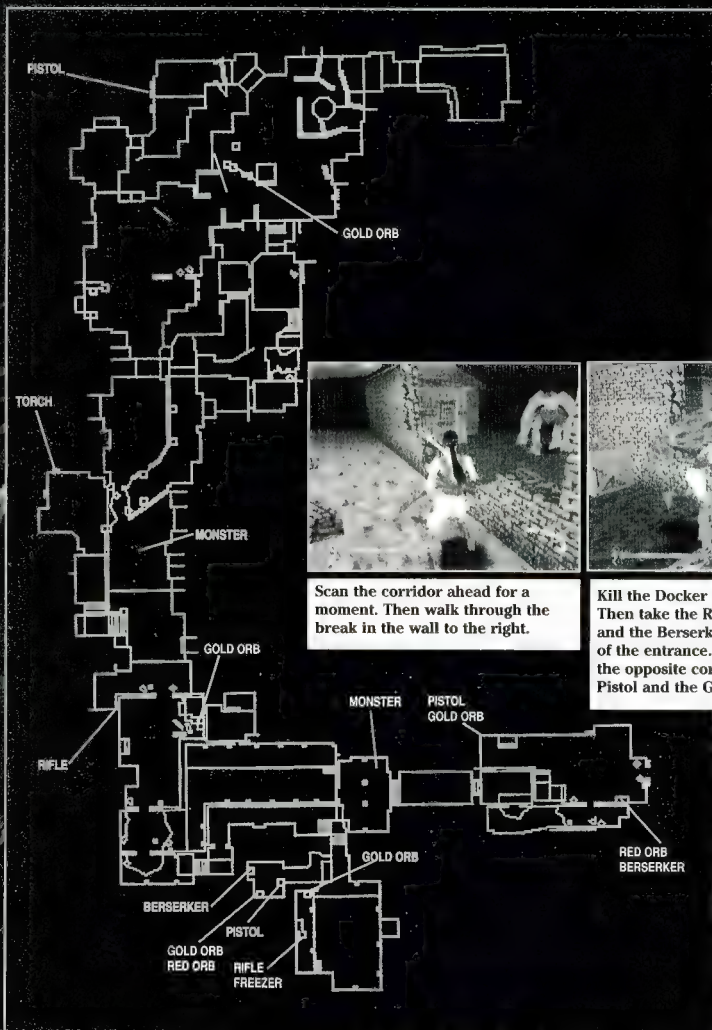


Follow him through the narrow doorway to end the level. Save your game and continue.

Crowley Torched His Lab Before You Could Search It. As The Neighborhood Burns, He Flees Toward Pimlico Prison Carrying A Strange Disk.



RIMLICO



Scan the corridor ahead for a moment. Then walk through the break in the wall to the right.

Kill the Docker waiting inside. Then take the Red Energy Orb and the Berserker just to the right of the entrance. Cross the room to the opposite corner to get the Pistol and the Gold Energy Orb.

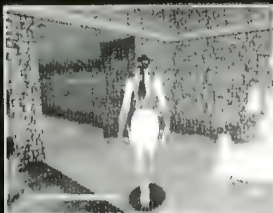
Nightmare
Creatures
64



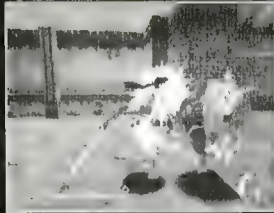
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Leave this room through the break in the wall, turn right, and go down to the next break.



Enter, but avoid the fire and the rock that falls during the tremors.



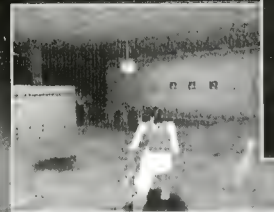
Go through the brick-lined tunnel and watch out for the Hellhound to the right of the entrance. Slide to one side and attack it from the side until it's dead. Take the item.



Then break through the doorway in the back of the room and go through.



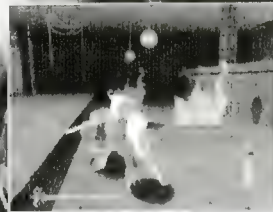
Dodge to the right and go up the steps immediately, avoiding the Hellhound here for the moment. There is a method to taking this room with the least amount of damage.



At the top of the steps, go left to the end of the ledge. A Docker stands there beside exploding barrels.



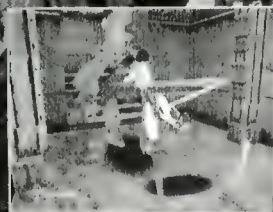
Walk to the ledge's edge. The Docker slams its fists down, exploding the barrels and injuring itself many times as it readies itself to attack.



If the Docker is not completely dead, kill it. Then kill the Hellhound.



Walk around the fire at the end of the room and go through the door. In the next room, there are breaks in the walls on either side. Go through the break on the left.



Kill the Docker in the next room and go up the stairs.



Turn left and batter the iron gates open.

Tip
Ignellus's Combo on this level is the Ahab's Revenge: B.A.B.B. Nadia's Combo is the Cyclone Volley: A.A.A.B.

Nightmare Creators 64





Then go out onto the ledge and follow it around. A lever is at the end.



Hit the lever and go through the door that opens on the right.



Barrels line the wall on the right. Set them off and jump back.



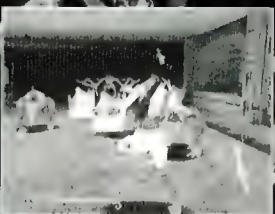
Go through the hole that has been left by the explosion.



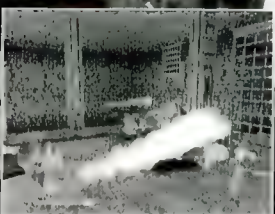
Take the Berserker, Pistol, and Red and Gold Energy Orbs from the crates. Then go back outside.



Enter the next room on the right and notice there are more exploding barrels there.



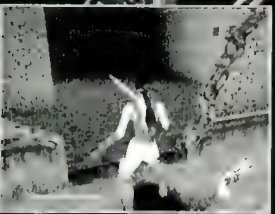
Kill the Red Demon that flies around. A Hellhound charges from the flames, joined by another one that leaps from a hiding place in the wall.



Just when the odds are looking grim, another Red Demon joins in to make things really tough.



Kill them all. Then leap up onto the ledge to claim the Rifle and the Freezer.



Leave these rooms. Go back along the ledge and leap through the second broken wall that was passed over the first time.



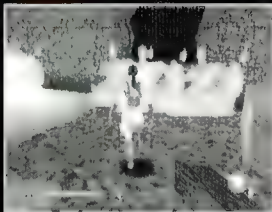
A line of exploding barrels sits in front of the wall inside the next room. Set them off and watch them open up a hole in the wall.

Nightmare Creators 64





A Red Demon hides on the right side of the room. Kill him to get the blue energy bar back up to full strength. Approaching the fire and the hole in the wall triggers a Hellhound. Trap it up against a wall and kill it. Then take the Gem of Life Orb from the back of the room.



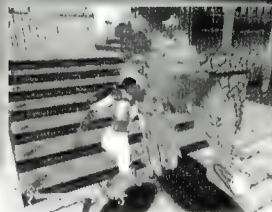
Get lined up with the hole in the wall and leap over the fire into the next room.

Tip

The best strategy in taking this room is to lure all the creatures back into the broken wall area with you. That way, they can generally only come at you one at a time. And walls are really handy to bounce them off of.

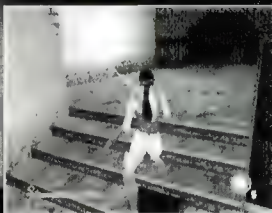


Kill the Docker lying in wait there. Approach the steps on the left, but realize that barrels are going to come tumbling down, sent by the Docker at the top.



Dodge back out of the way. Then go up and kill the Docker.

One Way to Finish



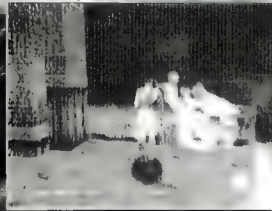
Go up the steps and enter the arched doorway at the end. Avoid the fire.



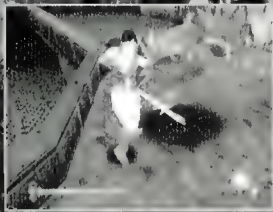
Get the Hellhound inside up against a wall and kill it.



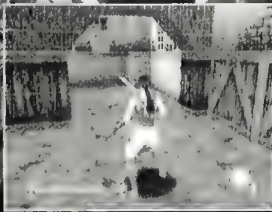
Walk to the broken part of the wall and look across at the ledge there.



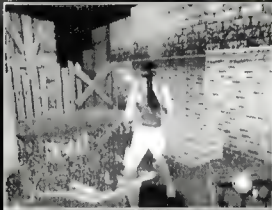
Get a running start and jump over to the other ledge.



Kill the Hellhound that comes charging out of the fire. Then kill the Docker waiting around the corner on the right.



Walk on and pass through the arched doorway ahead. The path above ground is broken once you are there.



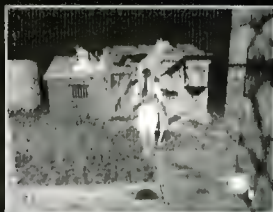
Leap across and smash through the wooden barricade to get to the other side. Then take the steps down.

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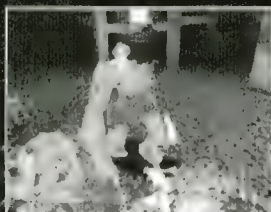
Look for a Hellhound on the left. Stay out of the fire while killing it.



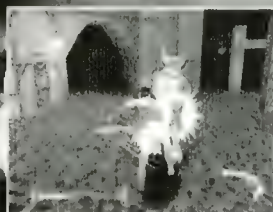
Go through the archway on the right and down the steps. A Docker smashes out of a small building followed by a Red Demon. Kill them both and avoid the fire.



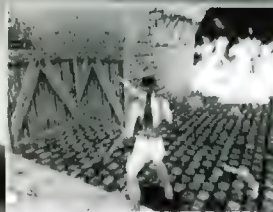
Walk around the building to the right.



Kill the Hellhound there. Keep going to the right and kill the Docker in the skeletal remains of the building.



On the other side of the building is an archway containing two exploding barrels. Set them off and ease around the fire.



Arriving at the end of this street finishes the level, but there is another way to complete it. To find out the other route, keep reading. If once is enough, save your game and continue.

The Alternate Route



This time, do not go up the steps. Stay on the street level. A Hellhound races out of the darkness at a full gallop. Kill him as quickly as possible.



Be aware that a Red Demon will join in almost immediately.

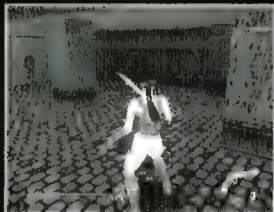


Be careful of the columns in the back. Normally that would be a good area to trap the Hellhound and beat him to death, but falling stones make that untrue at this point.

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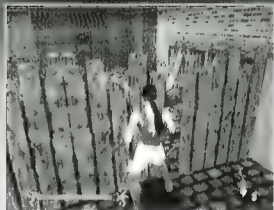
Go cautiously through the rest of the pillars, aiming for the back of this big room.



Kill the Spider at the back and go through the archway.



Kill the Docker and the Red Demon on the other side of the doorway. Also kill the two Hellhounds that come running to join the fight.



Find the rear wall of this enclosure and follow it around to the flimsy wooden barricade at the back.



Kill the two Spiders on the other side. Then break through the wooden barricade on the right.



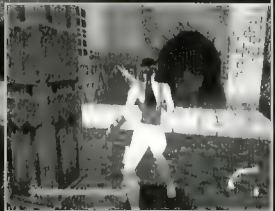
Another Spider is in the next room and will need to be disposed of.



Break through the barricade in this room. Watch out for falling timber and kill the Hellhound that rushes in.



Go through the arched doorway and kill the Red Demon that attacks. It will be followed by another Red Demon and another Hellhound.



Keep the wall to the left and follow it along to the doorway with the two exploding barrels.

Tip

If you've got a lot in inventory, stick around and kill everything to get points. There are no inventory items here, and no secrets. But for those who like to really feel challenged, here's a free-for-all.



Get through them and on into the street near the lamppost to finish the level. Save your game and continue.

Nightmare Creatures 64



JOSE MANUEL



Jose Manuel, the hottest knife-throwing act around. This guy slices, he dices ...



Beware of those blades!



Take a look at the wall on the right



See the lever sticking out—and the Red Energy Ball beneath it?



Jose's aim tends to be predictable. Make it work against him.



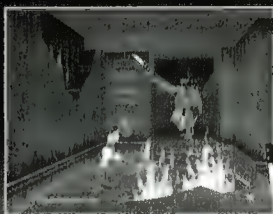
Go pull the lever; then turn to the left.

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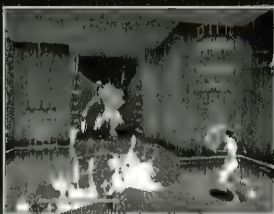


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JOSE MANUEL



Run to the other lever on the left wall and pull it.



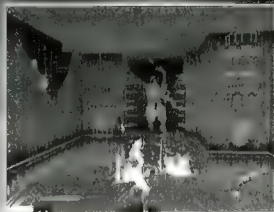
Dash back to the first one again.



Then the second one again. See the spikes coming out of the wall at Ol' Jose?



Keep repeating this procedure until Jose Manuel is dead.



Also, every time the levers are pulled, his knife throwing picks up tempo.



Dodge and move, and remember which sequence the levers need to be hit in.



Keep calm, cool, and collected. And put old Jose down for the count!

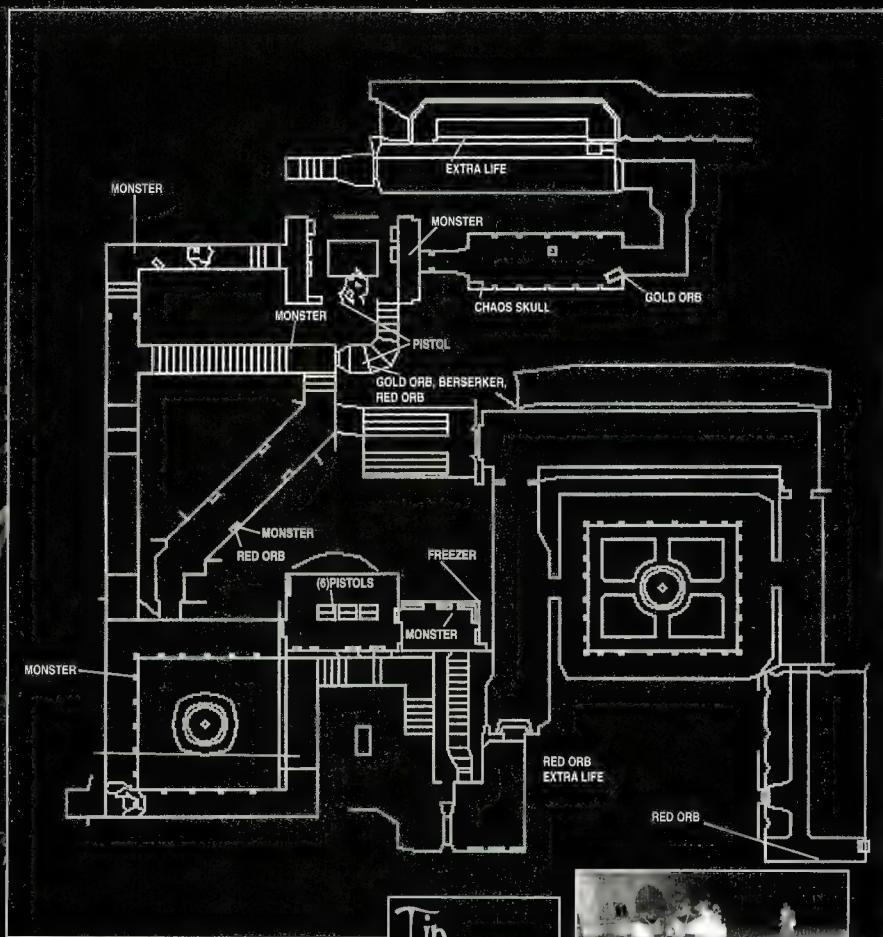


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WESTMINSTER



Tip
Ignatius's Combo is the High Kick Feint:
B, ←, B.A.



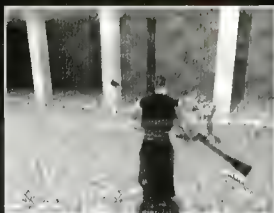
The chase is almost over. There aren't many places left that Adam Crowley can go. Approach the house and kill the Red Demon and the Faceless Men that stand in the way.



WESTMINSTER



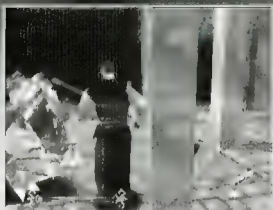
Take the Red Energy Orb to your left. Break the door open and go inside.



Go through the first door on the left and start killing Hellhounds.



When there is a free moment to look, check the fountain out in the middle of the room.



Take time in between the columns to kill the Hellhounds and Red Demons in this room. Stay within the columns to maintain a degree of safety. Nothing is out in the center of the room.

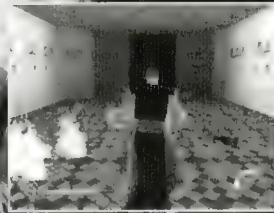
Tip
For you hard-core, gotta-kill-everything types: After you sweep this room, go back out into the hallway you just left and bear constantly to the left. You will end up in the same place, but you'll get to kill all the Hellhounds along the way. Knock open the double doors here to kill the Hellhound and Red Demon inside.
Also, the exploding barrels in this level, just like the fire, can be leaped over.



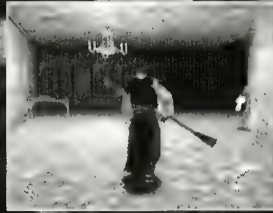
Leap over the wall of fire to get into the next room.



It is loaded with explosive barrels and Hellhounds. Turn left.



Kill the Hellhound there and go to the doorway. Leap over the exploding barrels and fires that are in the way.



Inside the next room, a Faceless Man waits on the right to ambush you. Kill him and move into the next room.



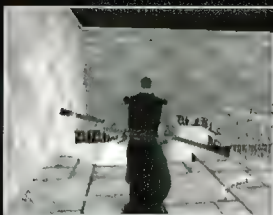
Another Faceless Man is on the ground floor of this room. Kill him. Then continue up the steps, killing two more Faceless Men along the way.



At the top of the stairs, turn right and go out onto the ledge.

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A leap over the railing here, or a fall through the cracks, leads to a new room below. For now, stay on the ledge and leap over the cracks.



Circle around to the end of the ledge. Kill the Hellhound and get the Extra Life. Then break open the door and go into the room found here.



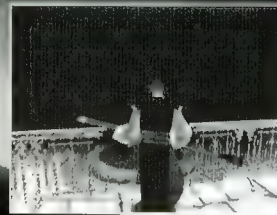
Kill the Faceless Men inside the room, break open the glass display cases, and take the six Pistols.



Use one of them to fire at the exploding barrel at the back of the room and get into the secret lab there.



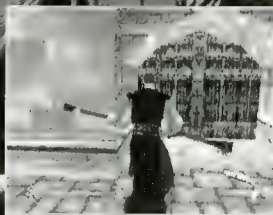
Kill the Faceless Man and take the item he gives up, and pick up the Freezer from the table top. Turn to the right and hit the shelves to reveal a Secret Door. Go to the end to pick up the items and the Weapon Upgrade.



Return to the ledge and stand in front of the grandfather clock, if it's still there. Hit it to knock it over the edge. Then follow it down. If it's not there, simply jump through the break in the railing and go down.



On the floor, kill the Hellhounds and Red Demons to raise the body count. Now you get credit for the monsters as well as the item.



Go to the orange door and break it down. Then go through and end the first section. Save your game and continue.

London Is Burning!
As The Flames
Close In, Crawl!
Struggles Into
Westminster Abbel.
He Is Weakening,
And He Has No
Where To Run!

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The doors lock to bar a hasty retreat to the outer room by the weak-kneed. Kill the Gargoyle that comes calling. Then slide around to the side and beat him to death against the wall.



Move forward to the suit of armor on the right, but stay out from under the falling chandeliers.



A Red Demon hides inside the armor. Kill it and take its item. Also pick up the Red Energy Orb inside the armor. Continue on.



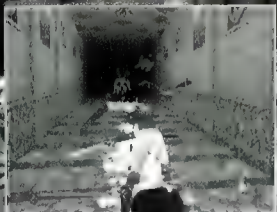
When the Hellhound comes next, dodge to the side and put it up against the wall as well. Let it come forward, so the Red Demons behind it don't activate as well. Their Breath weapons let them score hits during a fight, and a fight with a Hellhound generally lasts a while.



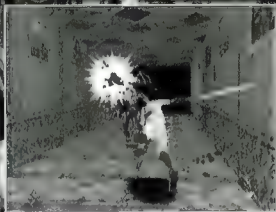
Kill the two Red Demons that follow.



At the next set of stairs, a Gargoyle descends. Dodge and hammer it against the wall repeatedly to kill it. Then take its item.



Skirt the fire, looking for the Red Demon up ahead, so it doesn't have the advantage of surprise.



Advance to the top of the steps, killing another Gargoyle along the way.



Turn left and kill the two Hellhounds and the Red Demon at the end of the corridor.





One of the Hellhounds attacks as soon as the top of the stairs is reached.



Retrace the corridor and take the other turn this time. Move cautiously into this area because pieces of the ceiling are caving in and can do a lot of damage.



Wind through the flames and break the door open.



Kill the Gargoyle on the right in this new corridor. Then leap over the flames ahead to get into the next room.



Kill the Hellhound and the Red Demon.



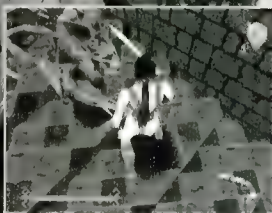
Walk to the right side of this room, take the pistol from the table, and drop through the crack in the floor.

Tip

If you're running disastrously low on life energy at this point, avoid the crack and keep going. But for those who want to kill every creature, here's a couple to keep you busy.



Kill the Red Demon below.



Take the doorway to reach the stairs and go up, killing the Gargoyle along the way.



At the top of the stairs, take the Pistol, the Red and Gold Energy Orbs, and the Berserker.

Nightmare Creatures 64



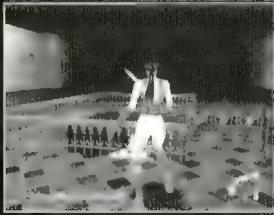
WESTMINSTER



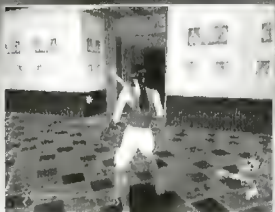
Break the door open and leap over the flames into the next corridor.



Walk to the left and recognize this as the first corridor in this section.



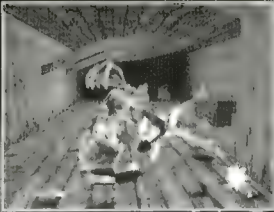
Turn right and run through the hallways until the room with the crack in the floor is reached again.



Fight through the creatures to the other side of this room.



Hellhounds and Gargoyles, aided by Red Demons, fill the next couple of rooms. Use Smoke Flasks, Berserkers, anything in the inventory that helps with mass destruction. Don't miss the Gold Orb or the Skull on the table.



Get behind the wall of flame to the left, going through to the right of the flame. Jump over more flames to reach the next room.

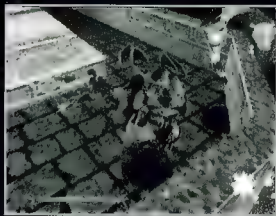
Note

If you can make it to the back of the room without dying, an Extra Life is on the table in the corner.

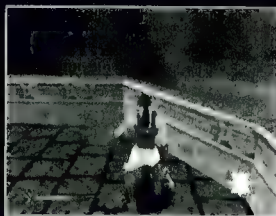
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Creatures
64



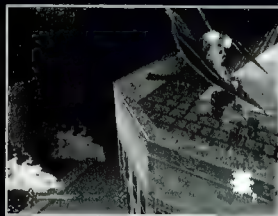
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Turn right at the first window and leap out onto the rooftop.



Kill the Banshees and Gargoyles that attack.



Adam Crowley, in his new, metamorphosed state, leaps onto a nearby rooftop.



Run to the end of this rooftop and into the door. Kill the gargoyle and walk to the locked doors to end the level. Save the game.

Westminster Abbey Is In Flames.
Trapped On The Roof, Adam
Crowley Drinks The Last Of
His Hideous Formula.
May God Be With You.



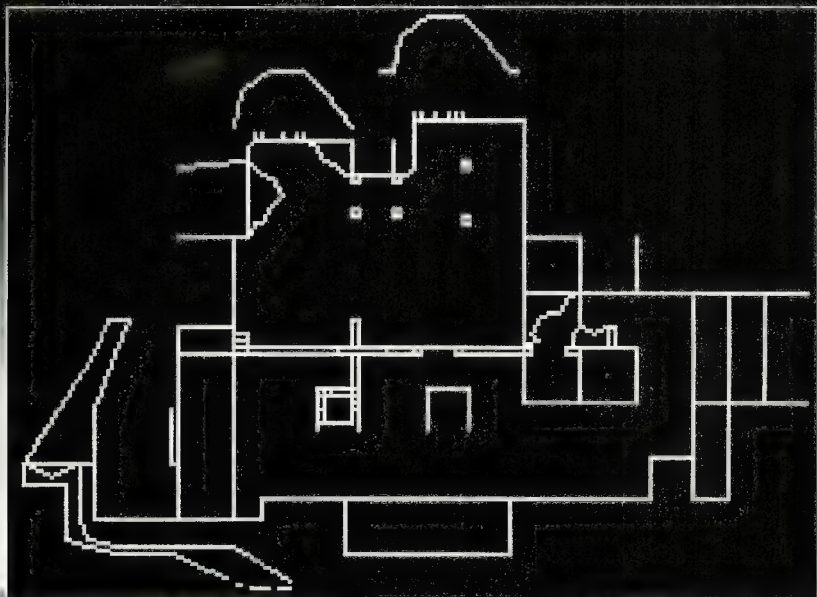
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THE ROOFS

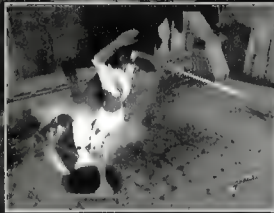
THE ROOFS



Adam Crowley has run out of places to hide.



He sends four fire-breathing Red Demons to strafe his opponents first.



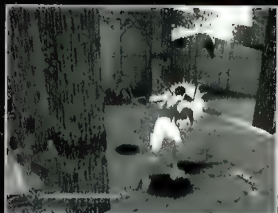
The best way to kill them is to set up as they turn around.

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Catch them on their approach path, before they have time to spit a line of flames.



Stay aggressive.



Kill them all.



Once all of them are dead, Crowley leaps from the building into the fight. His Gold Life Energy Bar appears in the upper corner.



Find the Gold Energy Orb on a nearby building.



Leap across to get it, if needed.



Jump back, avoiding Crowley.



Beat Crowley down using Combs only. The best is the B,B,B Combo. But you still have to duck and move!



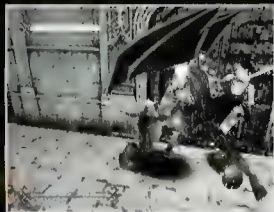
Target Crowley's head.

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THE ROOFS



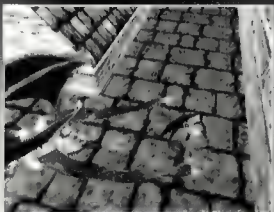
Get through his defenses by staying aggressive.



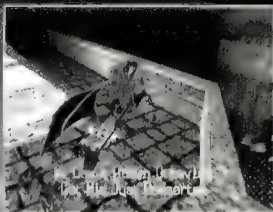
Another Energy Orb sits on this ledge if needed.



When he's taken enough damage, his head comes off his monstrous body.



But when the final screen is played ...



You have to wonder ...



Is it really over?

That's The Story Behind The Great Fire Of 1834. Two Unsung Heroes Saved London From A Hoard Of Monsters. They Of Course Received No Credit For Their Struggle As All Evidence Of Their Deeds Was Destroyed In The Fire. The Citizens Of London Awoke The Next Day To Find The City Almost Burned To The Ground. They Quickly Went About The Task Of Rebuilding The City.



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Kalisto entertainment

In 1990, Nicolas Gaume created Kalisto, a French video game development company which released many successful games between 1992 and 1994.

October 1994: Kalisto joined the huge British group Pearson. Al Unser Jr. Arcade Racing was chosen by Bill Gates for the release and promotion of Windows 95.

At the end of 1996, Nicolas Gaume bought the company. English, American, Japanese and Chinese offices are opened.

In 1997 and 1998, Kalisto's games are world-wide best-sellers.

Prestigious partners increase in number: Intel, Microsoft, NEC, Sony, Nintendo, Sega, Videologic, Electronic Arts, UBI Soft, Activision, Hudson, Microprose, etc... Co-productions with Gaumont Multimedia for the game of the film, The Fifth Element, and partners such as MultiSim and Putnam Berkley mark the beginning of Kalisto's evolution toward other media.

kalisto
entertainment

5th Element

Nightmare Creatures

Black Earth

Ultimate Race Pro

Kalisto
Entertainment

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NINTENDO⁶⁴

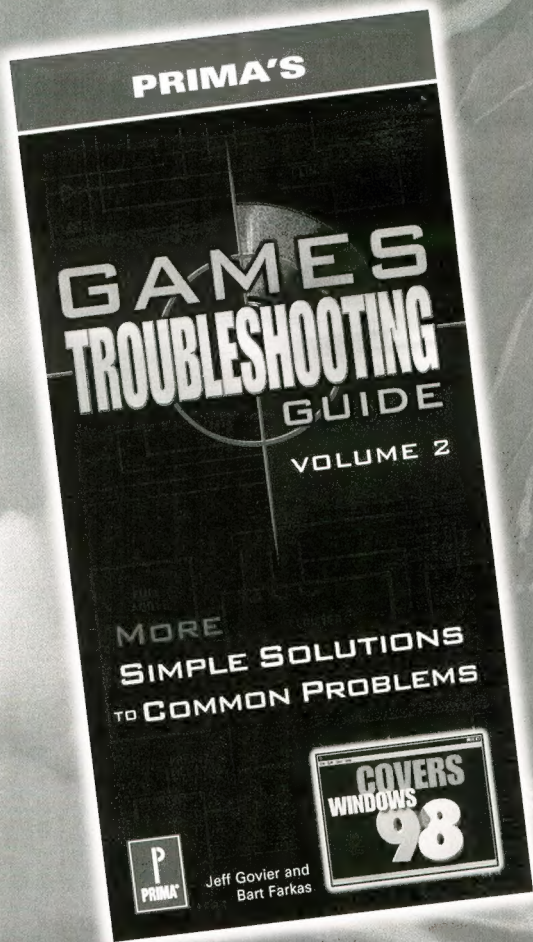
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